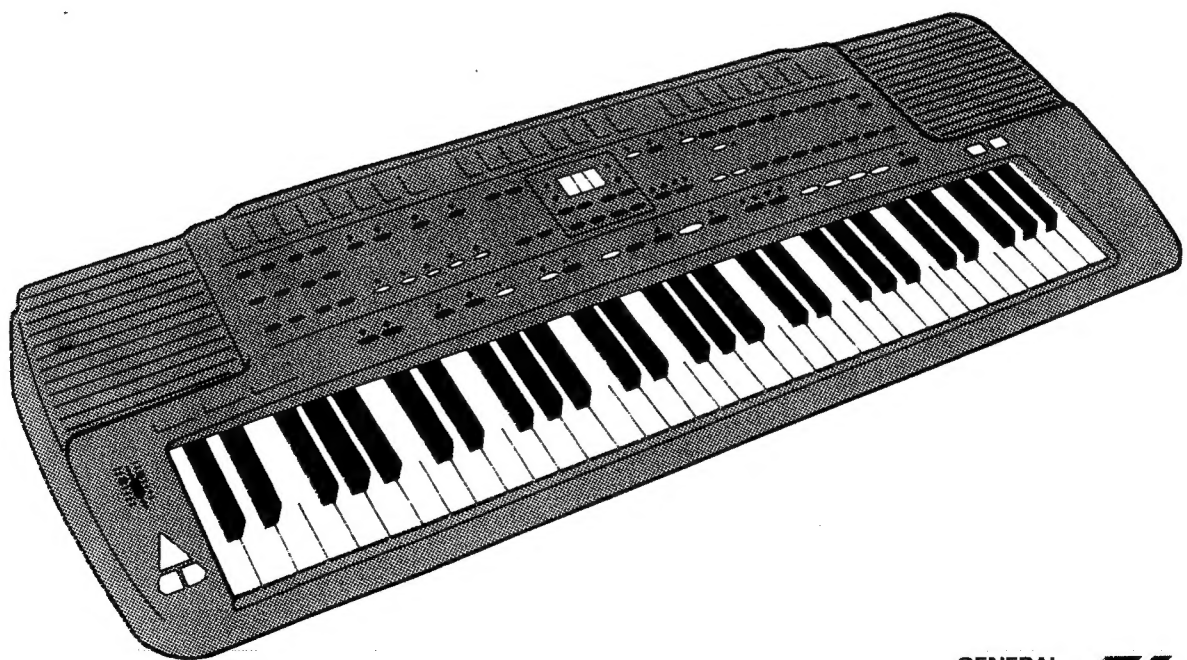


E-66

INTELLIGENT SYNTHESIZER

OWNER'S MANUAL



For E.C. Countries

This product complies with EC directives
- EMC 89/336"

Dieses instrument entspricht folgenden EG-Verordnungen:
- EMC 89/336"

Cet instrument est conforme aux directives CE suivantes:
- EMC 89/336"



Questo prodotto é conforme alle seguenti direttive CEE
- EMC 89/336"

Dit instrument beantwoordt aan de volgende EG richtlijnen:
- EMC 89/336"

Este producto cumple con las siguientes directrices de la CE
- EMC 89/336"

For the USA

**FEDERAL COMMUNICATIONS COMMISSION
RADIO FREQUENCY INTERFERENCE
STATEMENT**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.

For Canada

CLASS B

NOTICE

This digital apparatus does not exceed the Class B limits for radio noise emissions set out in the Radio Interference Regulations of the Canadian Department of Communications.

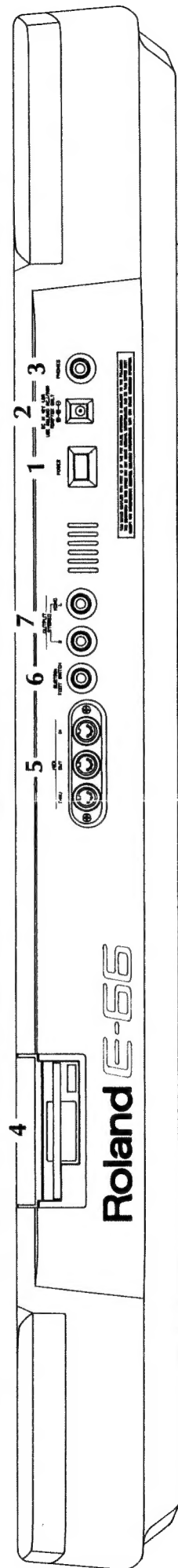
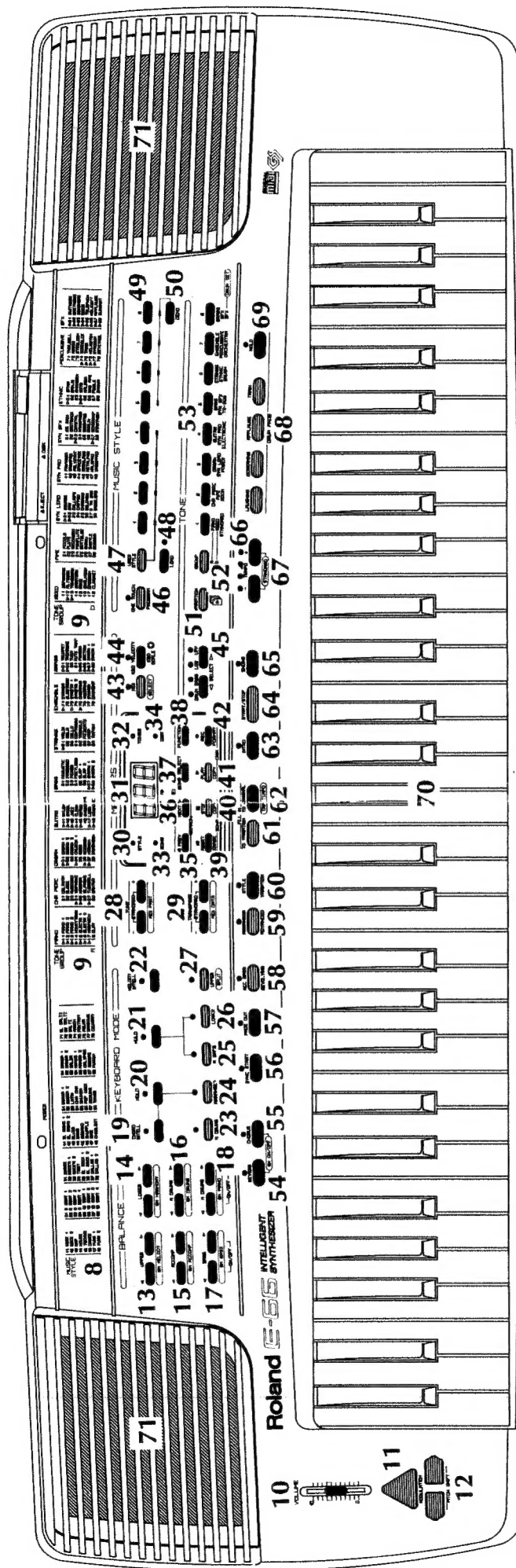
CLASSE B

AVIS

Cet appareil numérique ne dépasse pas les limites de la classe B au niveau des émissions de bruits radioélectriques fixés dans le Règlement des signaux parasites par le ministère canadien des Communications.

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E-66

INTELLIGENT SYNTHESIZER

OWNER'S MANUAL



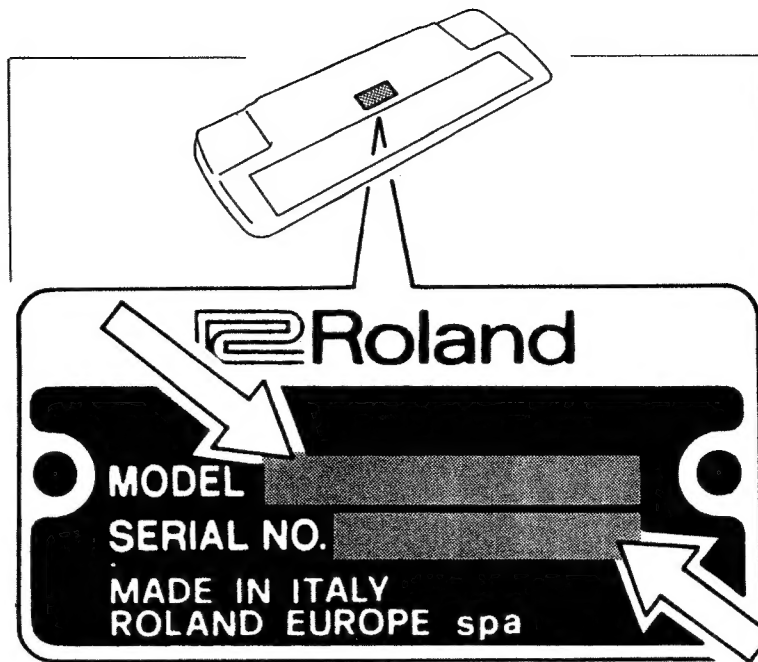
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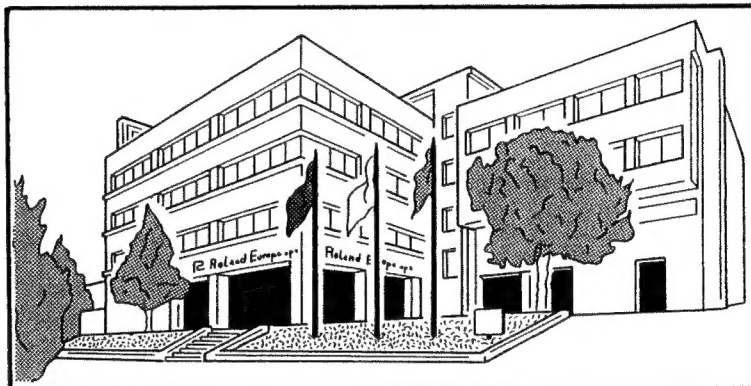
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Introduction

When contacting your retailer, repair center or Roland dealer, always provide the model name and serial number of your instrument.



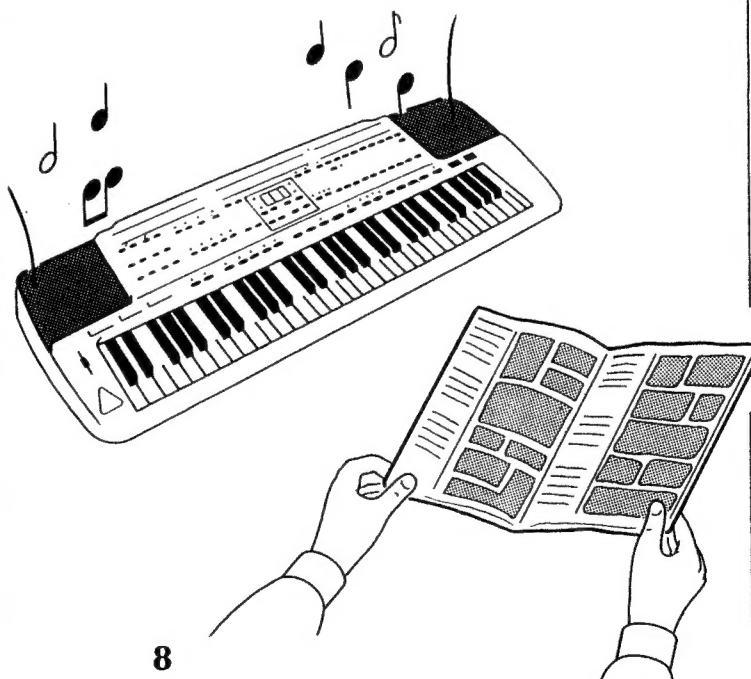
Thank you for purchasing the Roland E-66 Intelligent Synthesizer.



The E-66 is an easy-to-operate, yet sophisticated keyboard instrument that anyone can play.

The E-66's wide variety of features, functions and great sounds will bring your keyboard performances to life!

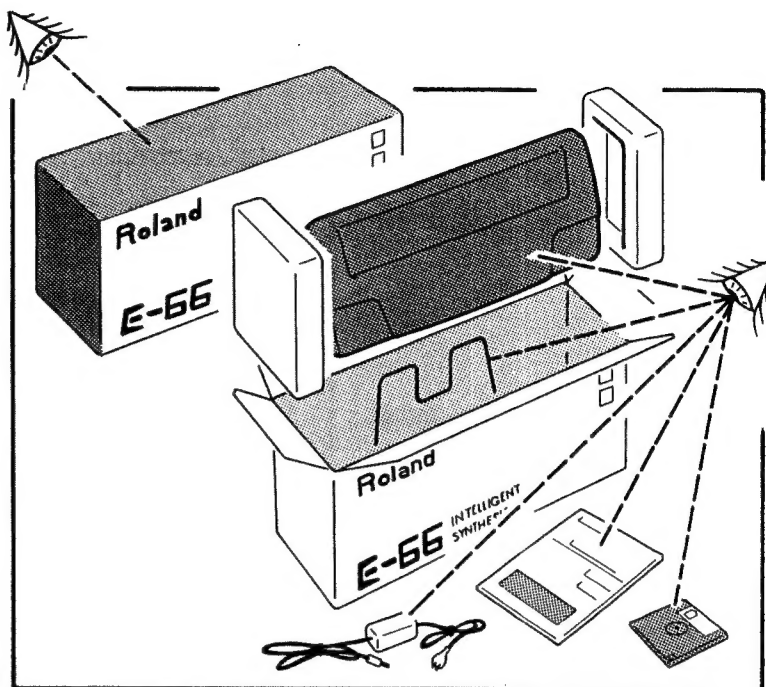
To ensure proper operation and years of trouble-free service, please take the time to read this manual in its entirety.



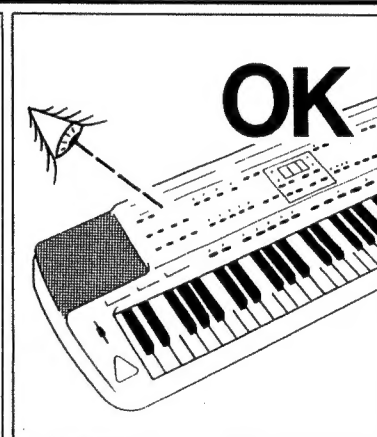
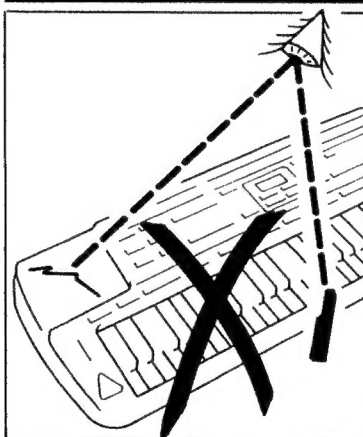
General notes on delivery

Please carefully check the following items when you receive your new instrument:

- 1) Be sure the (undamaged) shipping carton contains:
 - a) Instrument
 - b) Power adaptor (AC) or ASA type
 - c) Music stand
 - d) Music Styles disk (MSD 101)
 - e) Owner's manual

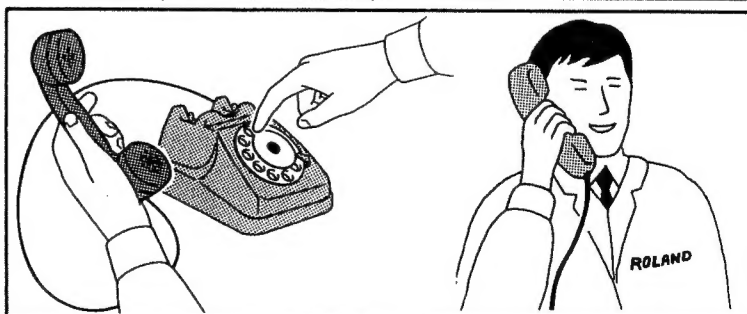


- 2) Inspect the instrument (and accessories) for any damage which may have occurred during shipping.

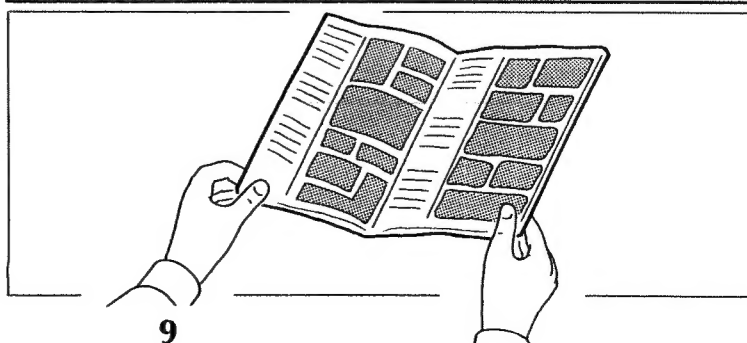


- 3) If you find any problems, report them immediately to your retailer.

The information in this manual is subject to change without prior notice and does not represent a commitment on the part of Roland Corporation. All information in this document refers to the instrument's standard configuration.



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Features

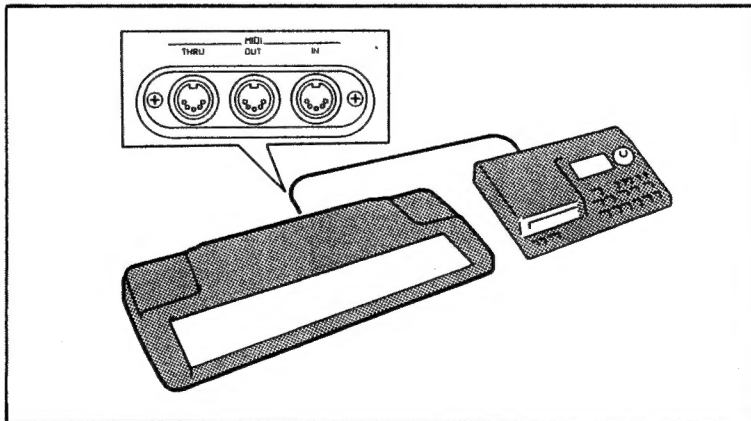
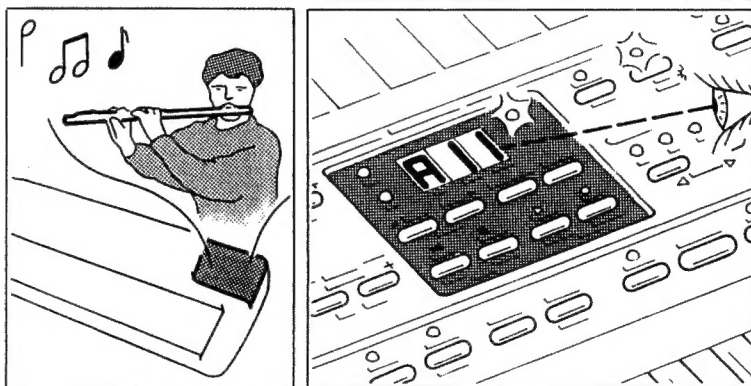
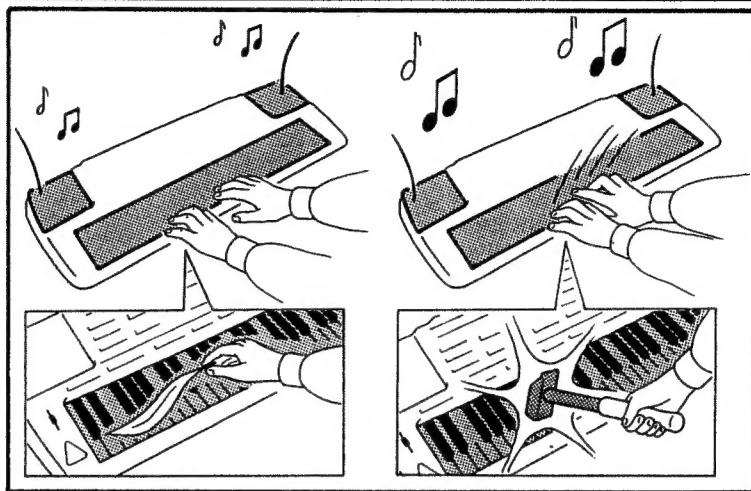
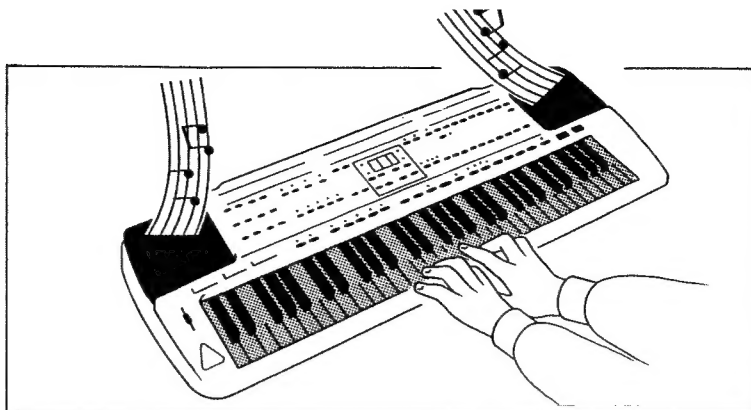
1) The E-66 can produce a total of 28 sounds at the same time (28 voice polyphony).

2) The E-66's 61-note keyboard is velocity sensitive; the harder you play, the louder the sound.

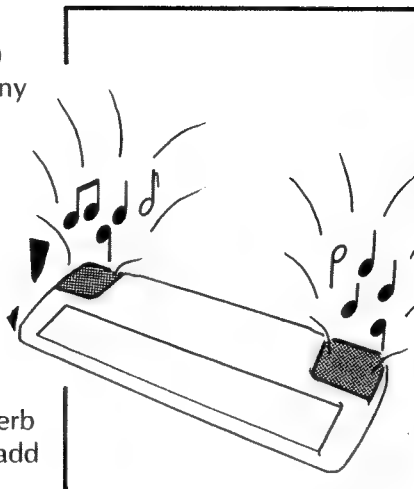
3) Roland's remarkable digital technology creates sounds which are amazingly realistic.

4) The LCD (Liquid Crystal Display) provides easy-to-understand information and instruction.

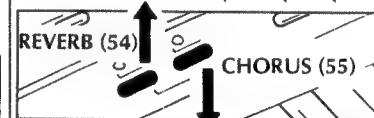
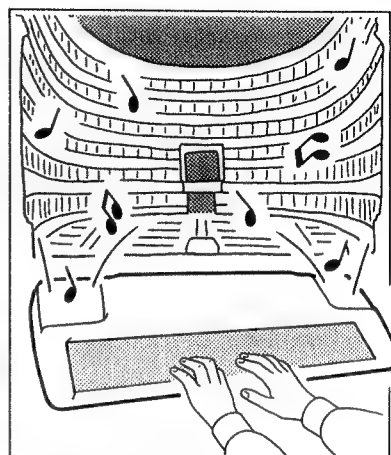
5) The E-66's MIDI sockets allow you to expand your music system by connecting a variety of external MIDI devices. (See page 87 for more information about MIDI).



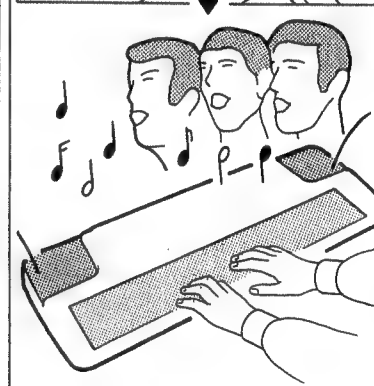
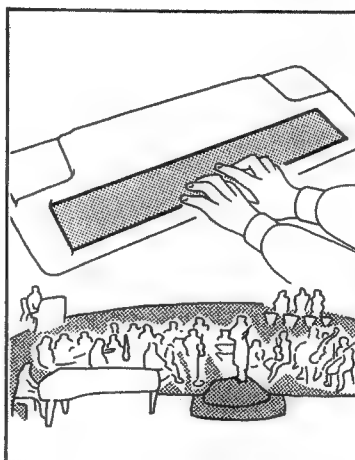
6) The instrument's two internal speakers (2x5 Watts) create great sound without any additional equipment.



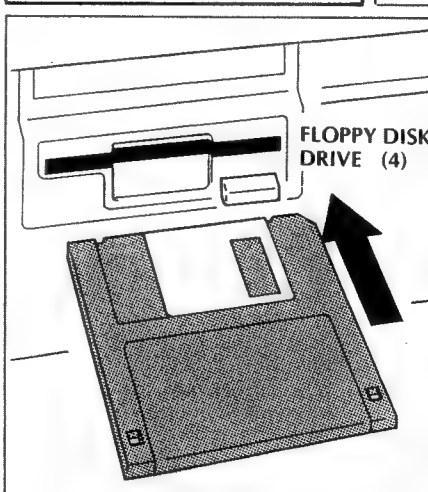
7) The on-board digital Reverb (55) and Chorus (54) effects add spaciousness to the E-66's sounds.



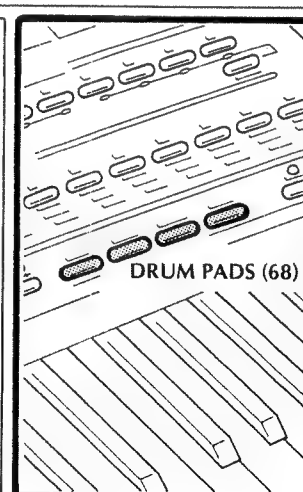
8) The unique Music Styles of the E-66 can create full ensemble accompaniment for anything you play.



9) The FLOPPY DISK DRIVE allows you to expand the number of Music Styles available by using optional Music Style Disks (available from your Roland retailer).



10) The DRUM PADS allow you to instantly access four great sounds to enhance any performance.



11) The E-66 is fully compatible with the General MIDI (GM) Standard and Roland's own GS Format (see page 87 for further details).

The E-66's sophisticated functions make it possible to enjoy professional performances you never dreamt possible!

**GENERAL
MIDI**



Important notes

- If the unit is to remain unused for an extended period of time, unplug the AC adaptor.

NOTE:

- Be sure to use only the AC adaptor supplied with the unit.

- Use of any other adaptor could result in damage, malfunction, or electric shock.

- Do not lean on the keyboard or put heavy objects on it.

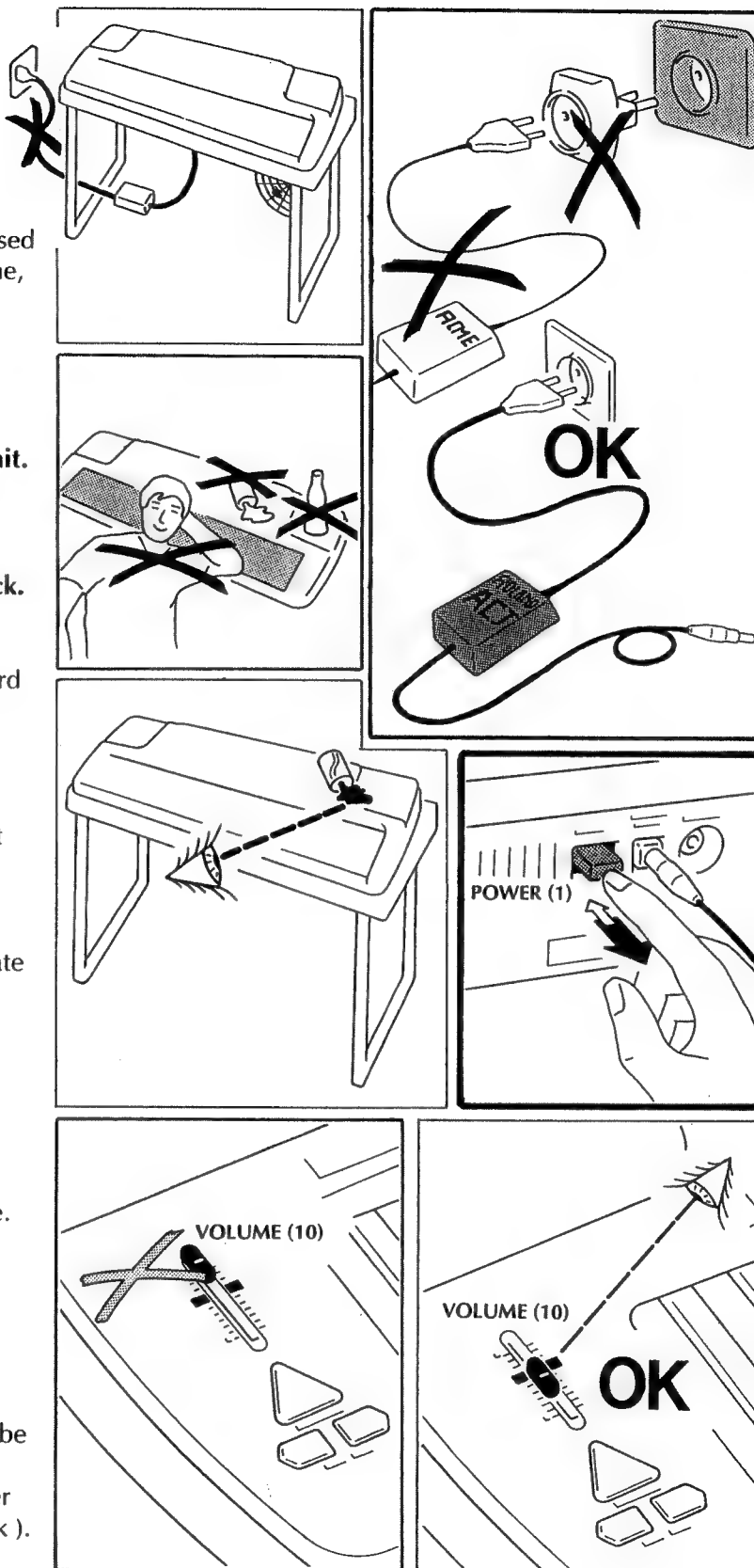
- This instrument contains many delicate electronic components: please handle it with care.

- Do not allow objects or liquids of any kind to penetrate the unit. (Do not put any containers of liquid on the instrument.)

In the event of such an occurrence, discontinue use immediately.

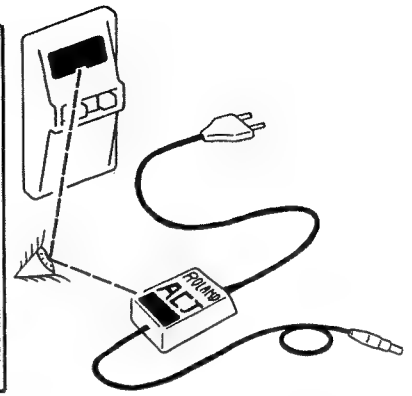
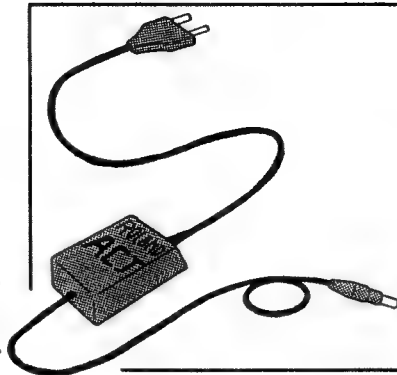
Contact qualified service personnel as soon as possible.

- Before turning the unit on, be sure to set the volume to a reasonable level (set the slider near the white reference mark).

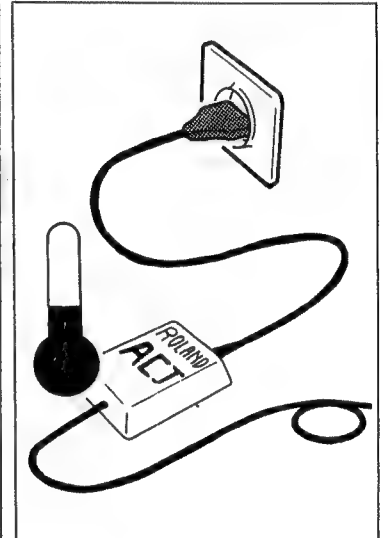
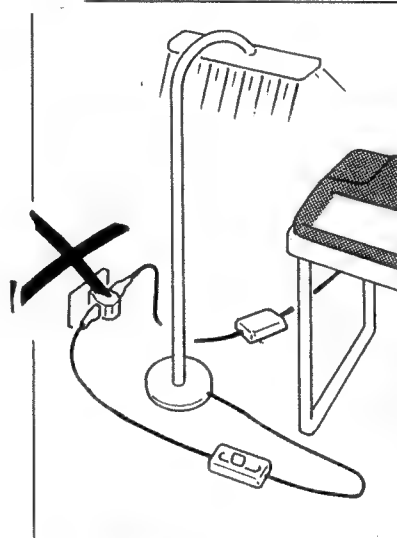


- Be sure to use a 12 volt, 2A AC adaptor (type ACJ or ASA) with this unit.

- The power requirement for this unit is indicated on the AC adaptor. Ensure that the voltage in your installation meets this requirement.

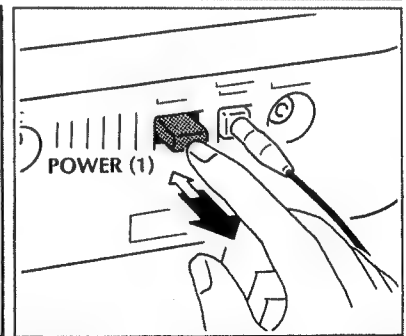
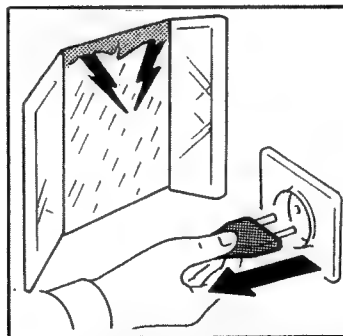


- Do not use this unit on the same power circuit with any device that will generate line noise; an electric motor or variable lighting system for example.

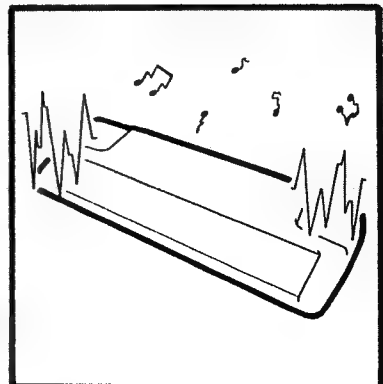
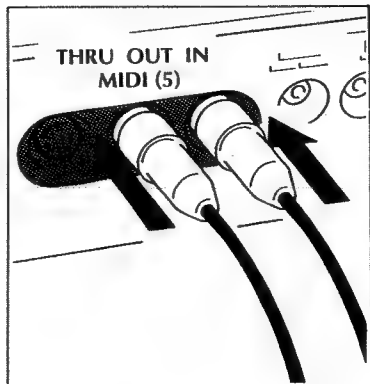


- During normal operation the AC adaptor may become hot.

- In the event of an electrical storm, discontinue use immediately and disconnect the AC adaptor from the wall outlet.



- Before connecting this unit to other devices, turn off the power to all units; this will help prevent damage or malfunction.



- Be sure to make proper and secure MIDI connections; loose cables can cause a variety of problems.

- A build-up of static electricity may cause the unit to malfunction.

In such an event, turn the unit off for a few seconds, and then turn it back on.

- The instrument may not function properly if it's turned on and off quickly.

To restore normal operation, turn the instrument off for a few seconds, and then turn it back on.

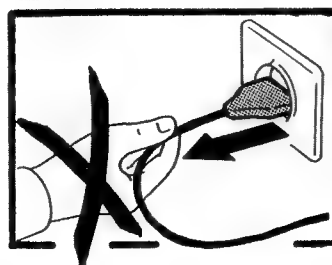
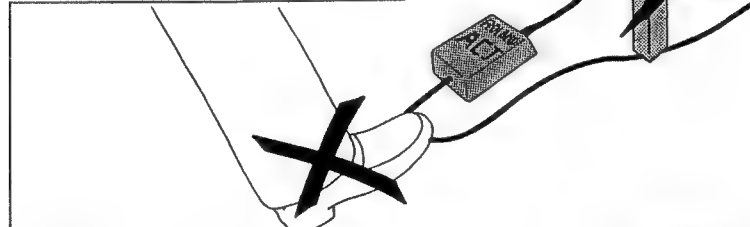
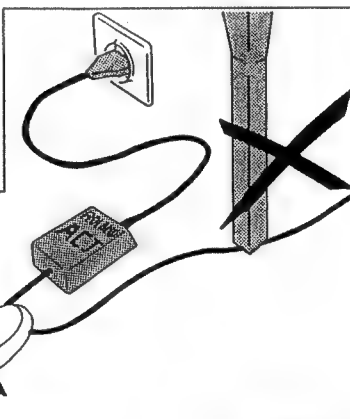
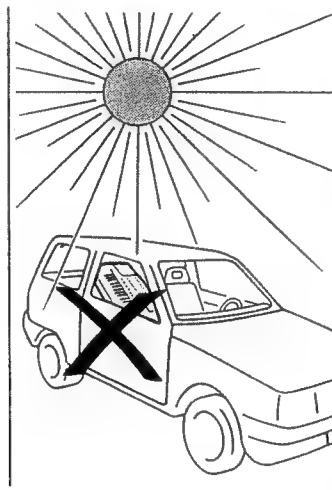
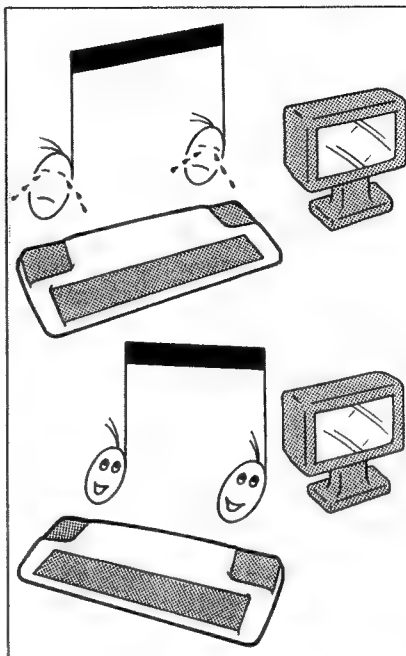
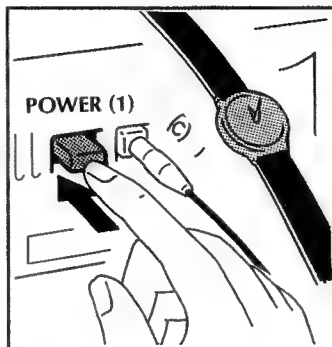
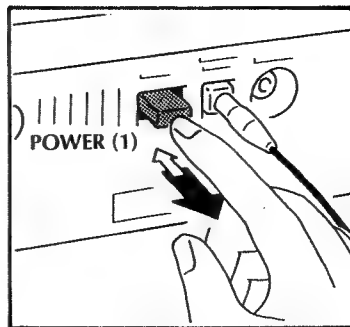
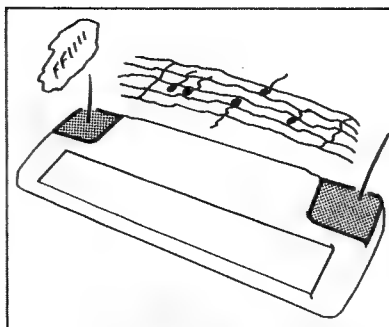
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

- Do not subject the unit to temperature extremes (e.g. direct sunlight in an enclosed vehicle). Avoid using or storing the unit in dusty or humid areas, or areas that are subject to high levels of vibration.

- Avoid damaging the power cord: do not step on it, place heavy objects on it, etc.

- When disconnecting the AC adaptor from the power outlet, grasp the plug itself; never pull on the cord.

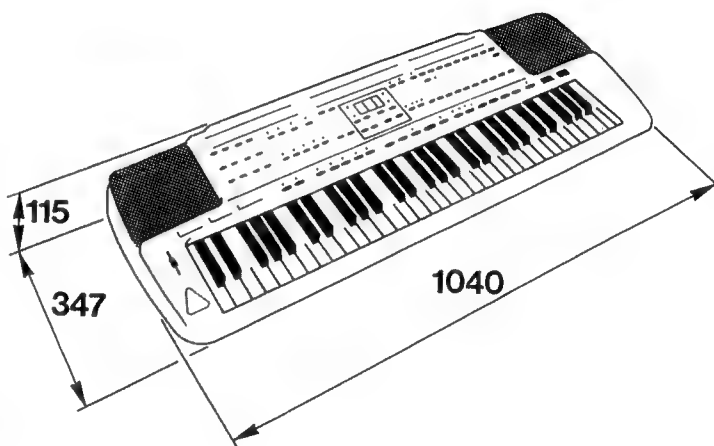
- This instrument contains no user serviceable parts; refer all servicing to qualified service personnel or your Roland retailer.



Technical features

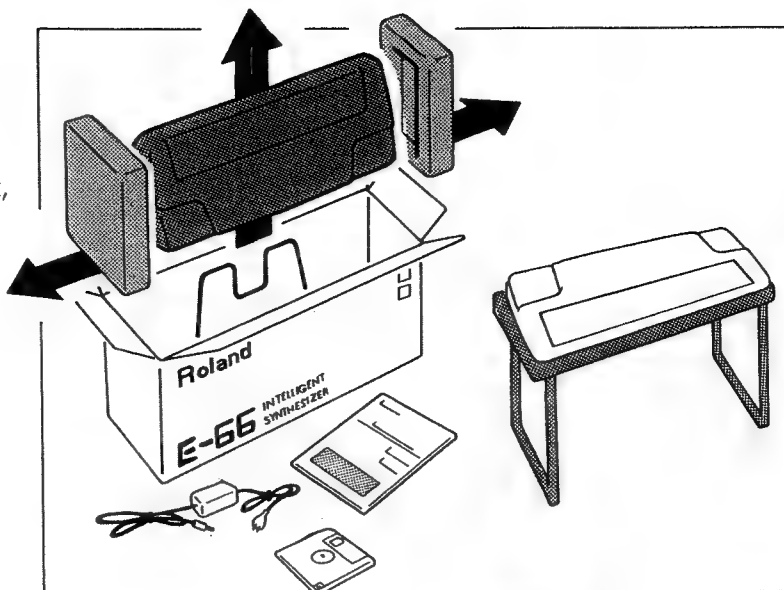
- **KEYBOARD**
61 key; velocity sensitive;
synthesizer-type action.
- **SOUND SOURCE**
Newly developed multi-
timbral sound source;
compatible with the General
MIDI (GM) Standard and
Roland's GS Format.
- **POLYPHONY**
28-voice polyphony;
dynamic allocation.
- **TONES**
241 Tones + 9 Drum Sets.
- **MUSIC STYLES**
56 Basic Styles + 56 Advan-
ced Styles + 4 User Styles.
- **FLOPPY DISK DRIVE/
MIDI FILE PLAYER**
- **EFFECTS**
Digital Chorus + Reverb
- **DISPLAY**
3x7 segment Liquid Crystal
Display
- **POWER SUPPLY**
AC/DC adaptor; 12V, 2A
- **JACKS/CONNECTORS**
Phones, Output L (Mono) / R,
Sustain Footswitch, DC In,
MIDI In + Out + Thru.
- **SPEAKERS**
12cm x 2; full-range
- **AMPLIFIER**
5W + 5W (stereo)
- **DIMENSIONS**
1040 mm (W)
347 mm (D)
115 mm (H)
- **WEIGHT**
7,2 Kg

The specifications and/or
appearance of this unit are
subject to change without prior
notice.



Setting up and Powering up

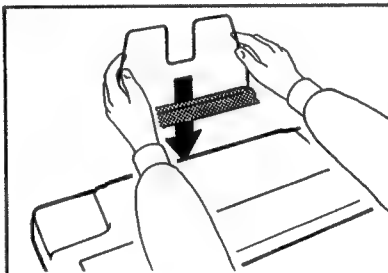
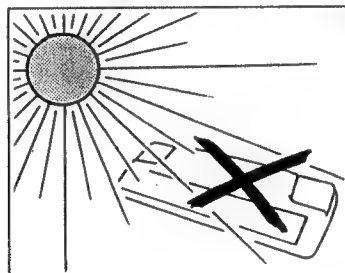
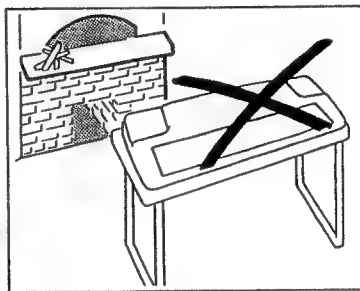
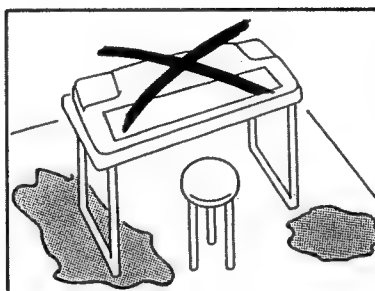
After unpacking the instrument, set it on a solid, flat surface; preferably a keyboard stand.



Do not subject the unit to temperature extremes (eg., direct sunlight).

Avoid using or storing the unit in areas of excessive heat or humidity.

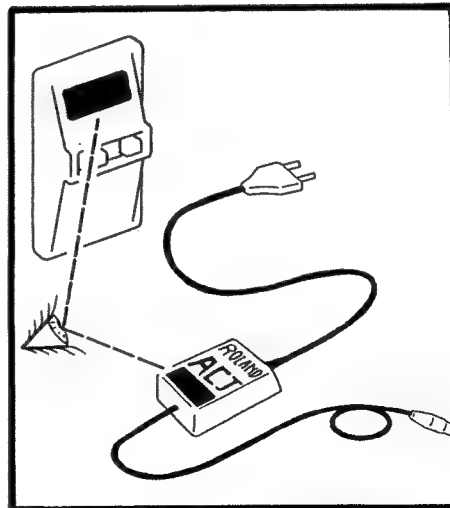
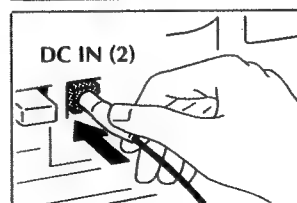
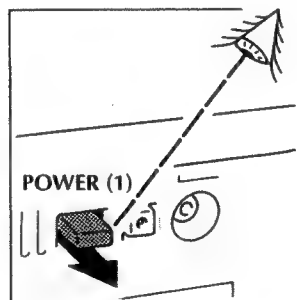
Direct sunlight can deform or discolor the unit. Install the music stand.



Be sure the POWER switch ([1] on the diagram inside the front cover) is in the OFF position.

Connect the included AC adaptor to the DC IN connector [2].

Be sure the line voltage in your installation meets the power requirement specified on the adaptor.



Connect the adaptor to a wall outlet.

Set the VOLUME slider [10] to a reasonable level (near the mark).

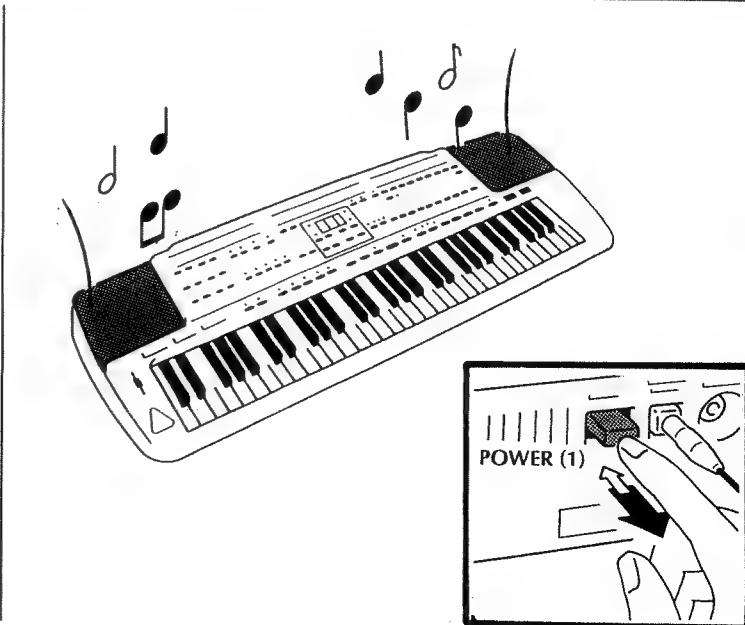
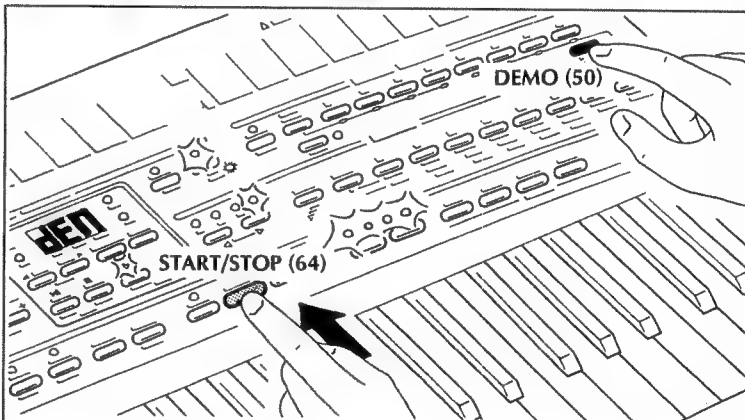
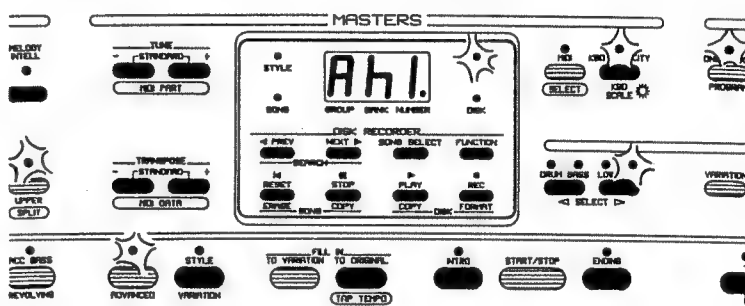
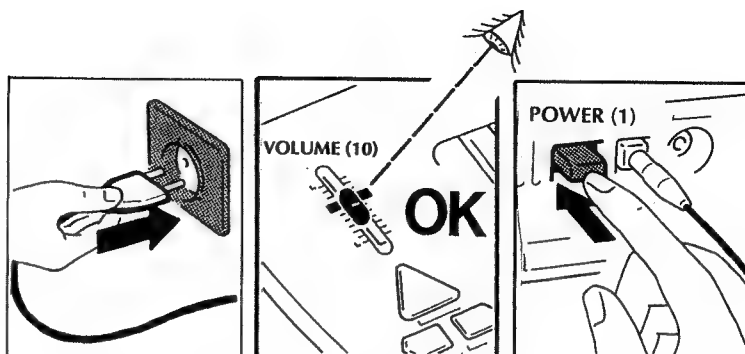
Press the POWER switch [1].

A number of LEDs (Light Emitting Diodes) will light and the DISPLAY [31] will read: "A41." The dot lit beside the last number indicates that a variation for the "A41" Guitar tone (Nylon GT) has been selected (see page 36 for further details).

Press a few keys to ensure that the instrument is working properly, or press the DEMO button [50], and then the START/STOP button [64].

The E-66 will automatically play the three Demo songs in sequence. Press START/STOP [64] or the DEMO button [50] when you've heard enough.

Turn the instrument off by pressing the POWER button again.



Panel descriptions

1) **POWER** Switch.
Turns the instrument on and off. Your E-66 is provided with a protection circuit which mutes the output for a second or two after the power is turned on).

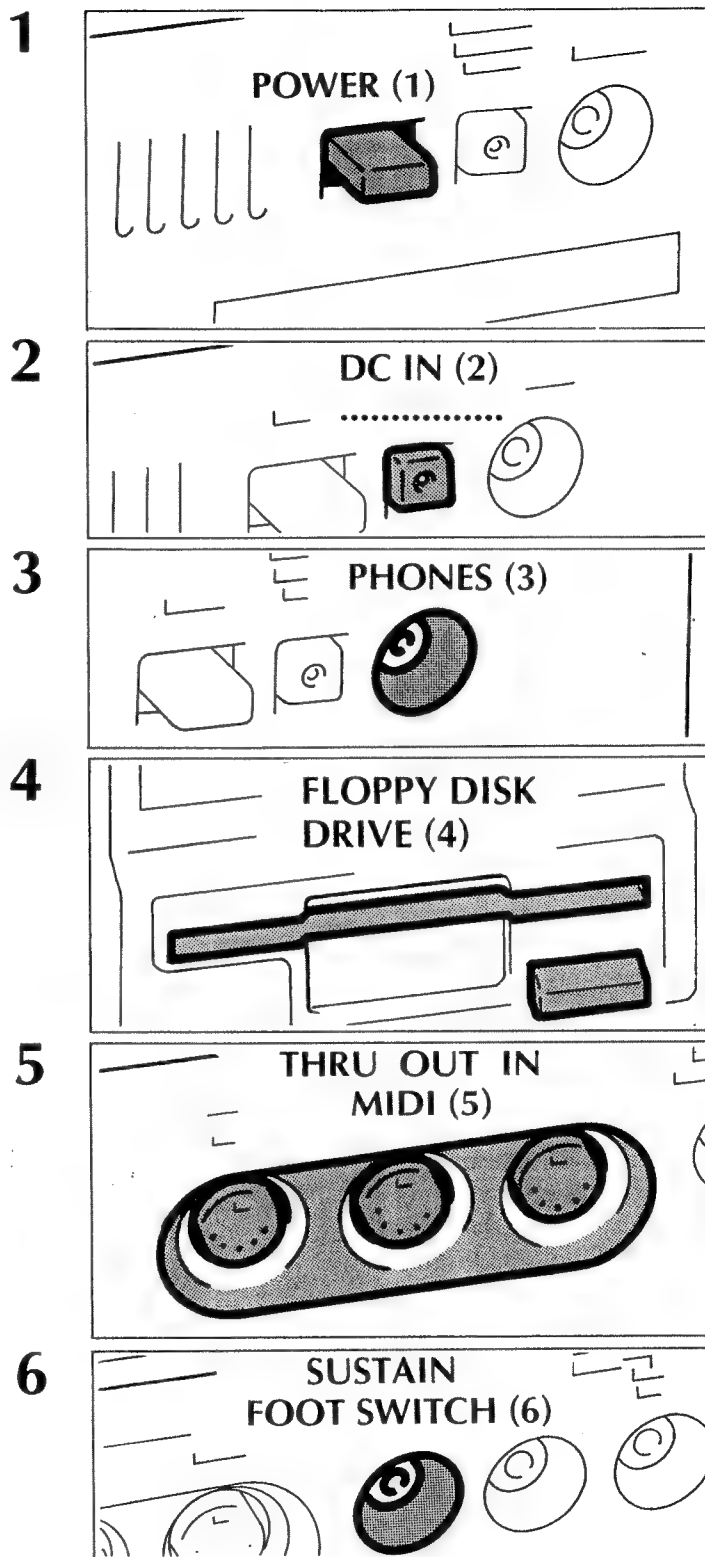
2) **DC IN** Connector.
Connect the included AC adaptor to this power inlet. Use only the supplied adaptor (AC) or ASA type). Using any other adaptor could result in damage, malfunction or electric shock.

3) **PHONES** Jack.
Connect stereo headphones (of 8-150 ohms- optional) to this jack if you wish to play without disturbing those around you.

4) **FLOPPY DISK DRIVE**.
It is used to read optional Disks containing songs (SMF type) or MUSIC STYLES (MSD type).

5) **MIDI IN/OUT/THRU** Sockets.
Use these sockets to connect your E-66 to external MIDI devices. (If you're using the E-66 on its own, there is no need to be concerned with MIDI.)

6) **SUSTAIN FOOTSWITCH** Jack.
Connect an optional Sustain (damper) pedal to this jack. (DP-2 or DP-6 type).



7) STEREO OUTPUT L(MONO) / R Jacks.

These jacks allow you to play your E-66 through a stereo system or some other amplifier/speaker setup.

8) MUSIC STYLE CHART.

This handy reference allows you to easily find the number of the Music Style you want, among the 56 available styles.

9) TONE CHART.

The E-66 contains 64 Tones in Group 'A' (with 64 variations), and 64 Tones in Group 'b' (with 49 variations). This quick reference allows you to easily find the number of the Tone you want. The symbol ► beside some tones shows the available variations.

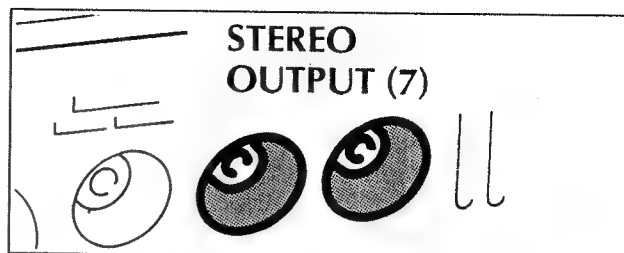
10) VOLUME Slider.

This slider controls the overall volume of the instrument. It also controls headphone volume when phones are connected.

11) **MODULATION** Button.
Press this button to add vibrato or tremolo to the sound.

12) **PITCH SHIFT** Buttons.
These buttons raise and lower the pitch of a sound; like the pitch bend lever (wheel) on other synthesizers.

7



8

11 ROCK 1	21 B BERT 1	31 BOOGIE	41 SL SWING 1	51 BOSSA 1	61 SWING 1	71 SL WALTZ
12 ROCK 2	22 B BERT 2	32 ROCKN 1	42 SL SWING 2	52 BOSSA 2	62 SWING 2	72 SW WALTZ
13 JAZZ	23 B BERT 3	33 ROCKN 2	43 BLUES	53 LATIN	63 SWING 3	73 WALTZ
14 HOUSE	24 B BERT 4	34 TWIST	44 SENS	54 SWING 4	64 SWING 4	74 WALTZ
15 TECHNO	25 B BERT 1	35 SL ROCK 1	45 BIGBAND	55 RHYTHM	65 RHYTHM	75 POLKA
16 DANCE	26 B BERT 2	36 SL ROCK 2	46 SHUFFLE	56 RHYTHM	66 RHYTHM	76 POLKA
17 FUNK 1	27 B BERT 3	37 BALLAD 1	47 DANCE	57 RHYTHM	67 RHYTHM	77 POLKA
18 FUNK 2	28 B BERT 4	38 BALLAD 2	48 CHARLEST	58 TANGO	68 TANGO	78 COUNTRY

MUSIC STYLE (8)

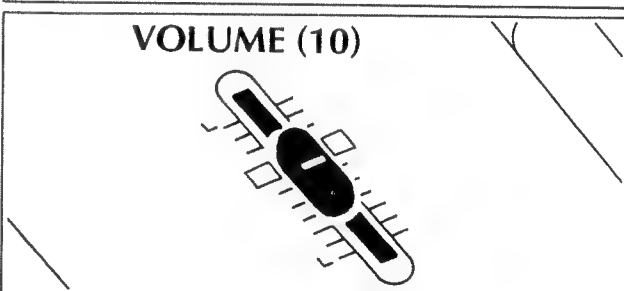
9

PANO	CHR PERC	ORSH	GLTR	BASS	STRANS	ENSEMBLE	BASS
P-1 PANO 1	21 COLLETA	P-21 ORSH 1	P-41 GLTR 1	51 ACUSTIC	P-51 STRANS 1	P-71 STRANS 1	P-81 TRUMPET
P-2 PANO 2	22 COLLETA	P-22 ORSH 2	P-42 GLTR 2	52 PIANO	P-52 STRANS 2	P-72 STRANS 2	P-82 TRUMPET
P-3 PANO 3	23 COLLETA	P-23 ORSH 3	P-43 GLTR 3	53 PIANO	P-53 STRANS 3	P-73 STRANS 3	P-83 TRUMPET
P-4 PANO 4	24 COLLETA	P-24 ORSH 4	P-44 GLTR 4	54 PIANO	P-54 STRANS 4	P-74 STRANS 4	P-84 TRUMPET
P-5 PANO 5	25 COLLETA	P-25 ORSH 5	P-45 GLTR 5	55 PIANO	P-55 STRANS 5	P-75 STRANS 5	P-85 TRUMPET
P-6 PANO 6	26 COLLETA	P-26 ORSH 6	P-46 GLTR 6	56 PIANO	P-56 STRANS 6	P-76 STRANS 6	P-86 TRUMPET
P-7 PANO 7	27 COLLETA	P-27 ORSH 7	P-47 GLTR 7	57 PIANO	P-57 STRANS 7	P-77 STRANS 7	P-87 TRUMPET
P-8 PANO 8	28 COLLETA	P-28 ORSH 8	P-48 GLTR 8	58 PIANO	P-58 STRANS 8	P-78 STRANS 8	P-88 TRUMPET
P-9 PANO 9	29 COLLETA	P-29 ORSH 9	P-49 GLTR 9	59 PIANO	P-59 STRANS 9	P-79 STRANS 9	P-89 TRUMPET
P-10 PANO 10	30 COLLETA	P-30 ORSH 10	P-50 GLTR 10	60 PIANO	P-60 STRANS 10	P-80 STRANS 10	P-90 TRUMPET
P-11 PANO 11	31 COLLETA	P-31 ORSH 11	P-51 GLTR 11	61 PIANO	P-61 STRANS 11	P-81 STRANS 11	P-91 TRUMPET
P-12 PANO 12	32 COLLETA	P-32 ORSH 12	P-52 GLTR 12	62 PIANO	P-62 STRANS 12	P-82 STRANS 12	P-92 TRUMPET
P-13 PANO 13	33 COLLETA	P-33 ORSH 13	P-53 GLTR 13	63 PIANO	P-63 STRANS 13	P-83 STRANS 13	P-93 TRUMPET
P-14 PANO 14	34 COLLETA	P-34 ORSH 14	P-54 GLTR 14	64 PIANO	P-64 STRANS 14	P-84 STRANS 14	P-94 TRUMPET
P-15 PANO 15	35 COLLETA	P-35 ORSH 15	P-55 GLTR 15	65 PIANO	P-65 STRANS 15	P-85 STRANS 15	P-95 TRUMPET
P-16 PANO 16	36 COLLETA	P-36 ORSH 16	P-56 GLTR 16	66 PIANO	P-66 STRANS 16	P-86 STRANS 16	P-96 TRUMPET
P-17 PANO 17	37 COLLETA	P-37 ORSH 17	P-57 GLTR 17	67 PIANO	P-67 STRANS 17	P-87 STRANS 17	P-97 TRUMPET
P-18 PANO 18	38 COLLETA	P-38 ORSH 18	P-58 GLTR 18	68 PIANO	P-68 STRANS 18	P-88 STRANS 18	P-98 TRUMPET
P-19 PANO 19	39 COLLETA	P-39 ORSH 19	P-59 GLTR 19	69 PIANO	P-69 STRANS 19	P-89 STRANS 19	P-99 TRUMPET
P-20 PANO 20	40 COLLETA	P-40 ORSH 20	P-60 GLTR 20	70 PIANO	P-70 STRANS 20	P-90 STRANS 20	P-100 TRUMPET

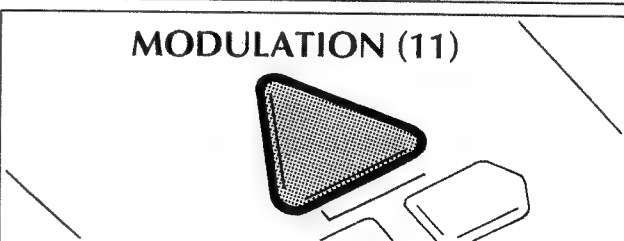
TONE GROUP A (9)

TONE GROUP b (9)

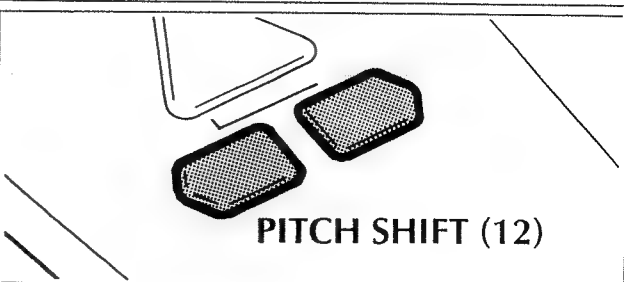
10



11



12



13) **UPPER** Tone Balance Buttons. These buttons provide independent volume control over the Upper Tone (the Tone assigned to the right side of the keyboard). When these buttons are pressed simultaneously, the Upper Tone is turned off. (Press them again to turn it back on.)

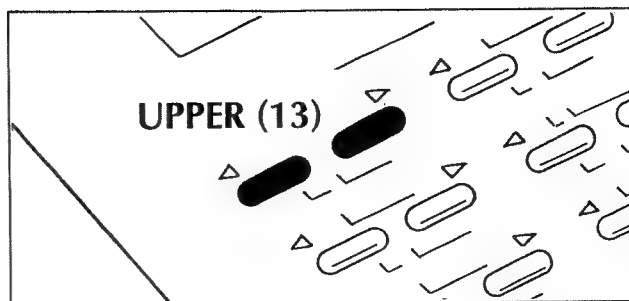
14) **LOWER** Tone Balance Buttons. These buttons provide independent volume control over the Lower Tone (the Tone assigned to the left side of the keyboard). When these buttons are pressed simultaneously, the Lower Tone is turned off. (Press them again to turn it back on.)

15) **ACCOMP** (Accompaniment) Balance Buttons. These buttons provide independent volume control over the autoaccompaniment. When these buttons are pressed simultaneously, the auto-accompaniment is turned off. (Press them again to turn it back on.)

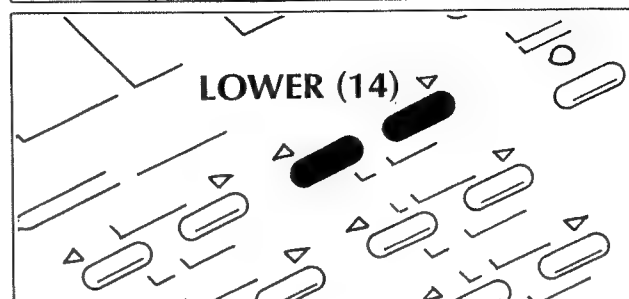
16) **A DRUMS** Balance Buttons. These buttons provide independent volume control over the accompaniment drums. When these buttons are pressed simultaneously, the accompaniment drums are turned off. (Press them again to turn them back on.)

17) **BASS** Balance Buttons. These buttons provide independent volume control over the bass section of the keyboard. When these buttons are pressed simultaneously, the bass section is turned off. (Press them again to turn it back on.)

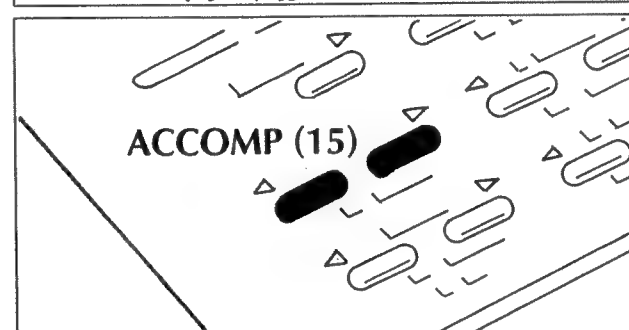
13



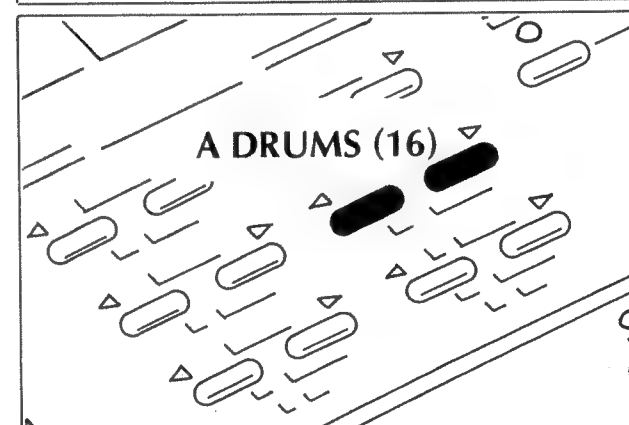
14



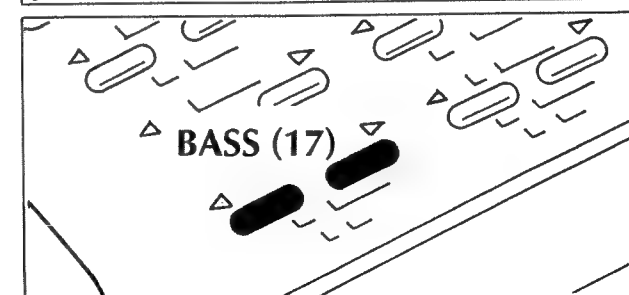
15



16



17



18) **M DRUMS** Balance Buttons. These buttons provide independent volume control over the manual drums. When these buttons are pressed simultaneously, the manual drums are turned off. (Press the magain to turn them back on.)

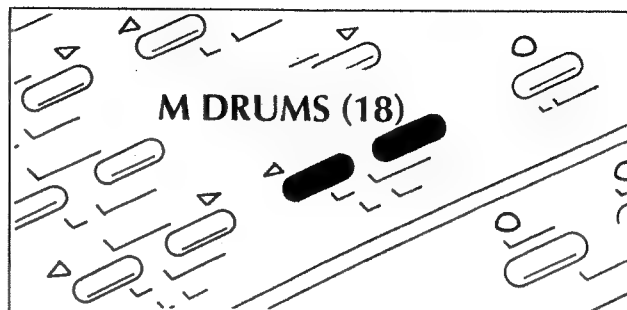
19) **CHORD INTELL** (Intelligence) Button. When the button LED is lit, the E-66 creates full chords from the one or two notes you play in the Lower section of the keyboard. (This works only when the Arranger is active.)

20) **ARRANGER CHORD HOLD** Button. When the LED is lit, the last chord played in the Arranger section will be held (sustained) until the next one is played.

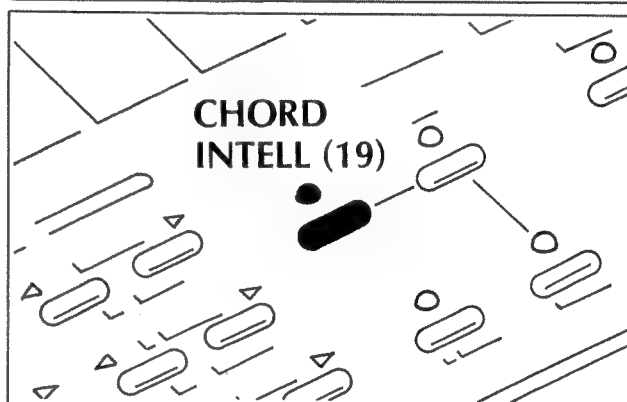
21) **MANUAL BASS/LOWER Section HOLD** Button. When the LED is lit, the last note(s) played in the Manual Bass or Lower section (which ever is active) will be held (sustained) until the next one is played.

22) **MELODY INTELL** (Intelligence) Button. When the button LED is lit, a harmony part is automatically added to the melody according to the chord being played in the ARRANGER section of the keyboard.

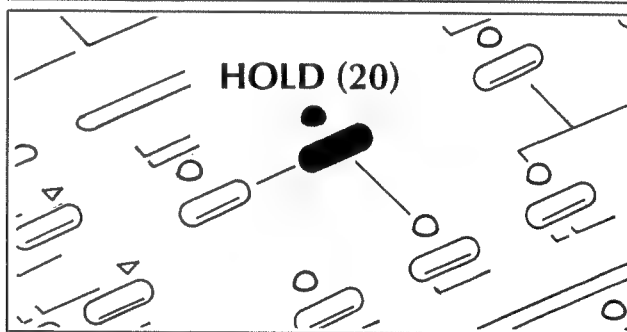
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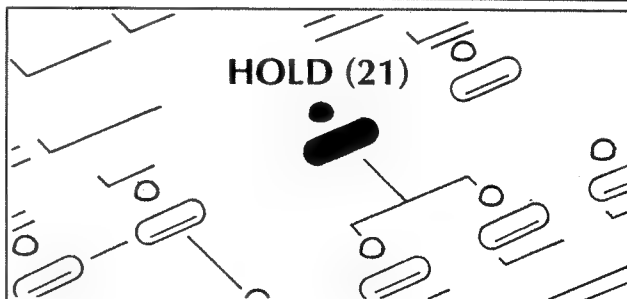
19



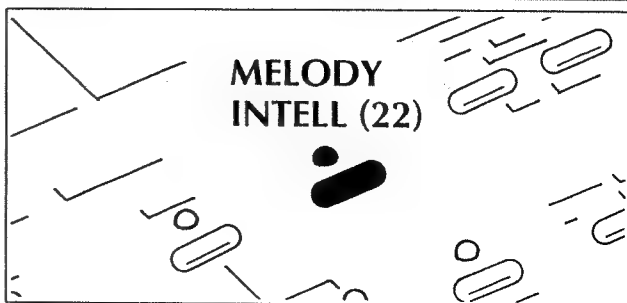
20



21



22



23) **M DRUMS** Button.
When the LED is lit, a different percussion sound is automatically assigned to each key on the keyboard.
See table on page 110.

24) **ARRANGER** Button.
When the LED is lit, the Arranger section of the keyboard can be used to play Music Styles.

25) **M BASS** Button.
When the LED is lit, you can play the assigned bass Tone across the entire keyboard.

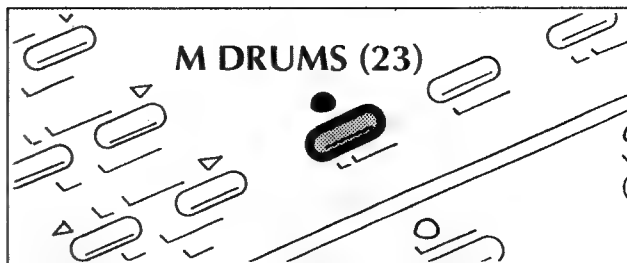
26) **LOWER** Button.
When the LED is lit, you can play the assigned Lower Tone in the Lower section of the keyboard.

27) **UPPER** Button.
When the LED is lit, you can play the assigned Upper Tone in the Upper section of the keyboard.

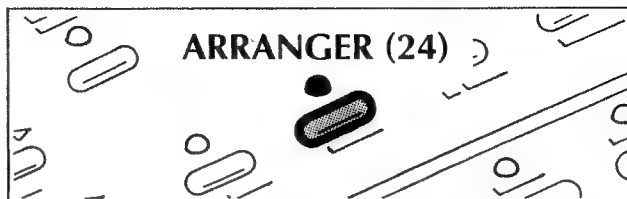
28) **TUNE** Buttons.
These buttons are used to tune the E-66. Standard pitch (A=440Hz) can be instantly achieved by pressing both buttons simultaneously.

When the MIDI SELECT LED is lit (43), the E-66's MIDI parameters (in Standard or GM mode) can be selected using the TUNE '+' and '-' buttons. Please refer to STANDARD MODE PARAMETERS and GM MODE PARAMETERS (See pages 89, 94, 96 for further details).

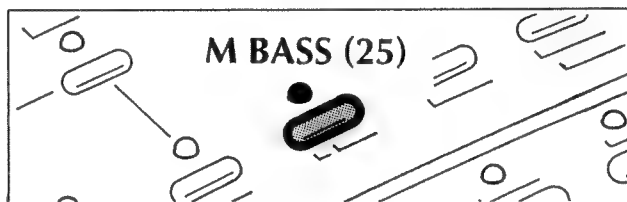
23



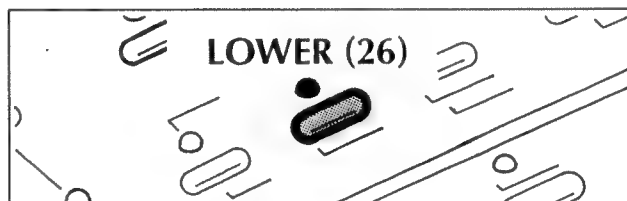
24



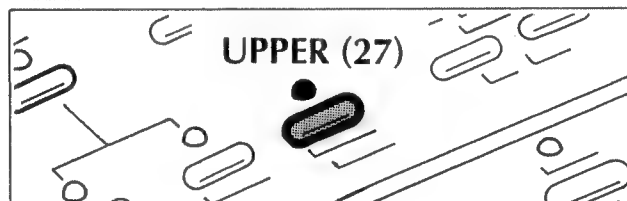
25



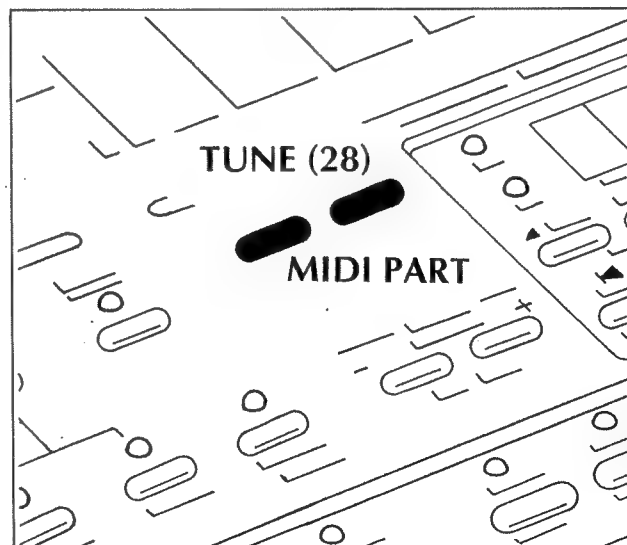
26



27



28



29) **TRANPOSE** Buttons. These buttons are used to transpose or change the pitch of the entire instrument.

When the MIDI SELECT LED is lit (43), these buttons (TRANPOSE '+' and '-') are used to change the value of the selected MIDI parameter. Pressing both buttons simultaneously will select the default (preset) value of the selected parameter. Please refer to STANDARD MODE PARAMETERS (on page 94) and GM MODE PARAMETERS (on page 96).

30) **STYLE** LED. When this LED is lit, the display is indicating the selected Music Style number.

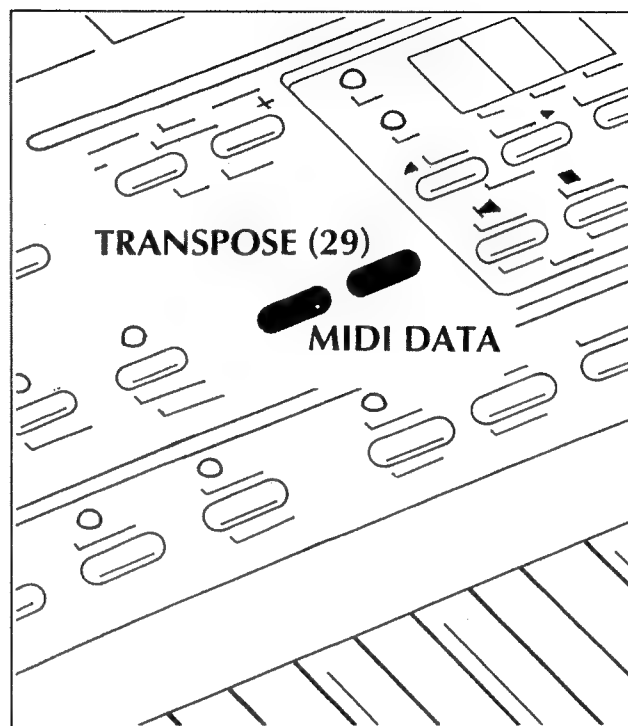
31) **DISPLAY**. The LCD shows the number of the currently selected Music Style or Tone (Group, Bank and Number) or song. At the appropriate time it also displays information about other functions.

32) **TONES** LED. When this LED is lit, the display is indicating the selected Tone number.

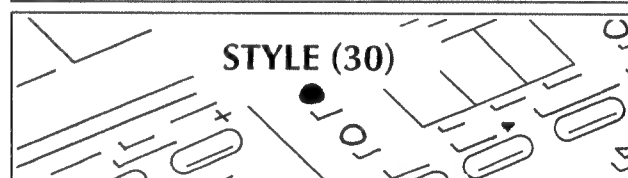
33) **SONG** LED. When this LED is lit, the display is indicating the selected Song number.

34) **DISK** LED. When this LED is lit, the disk drive is operating.

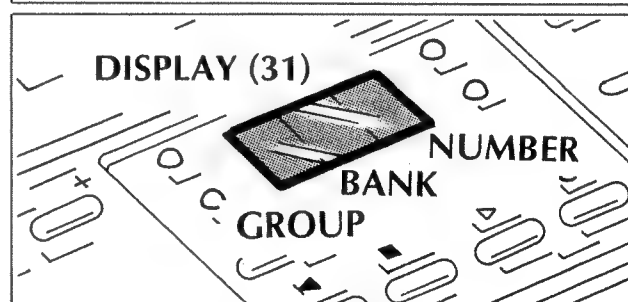
29



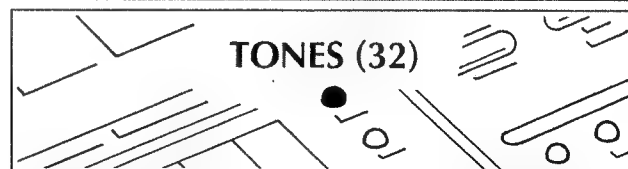
30



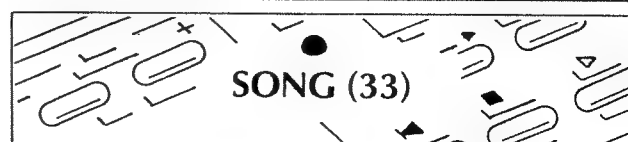
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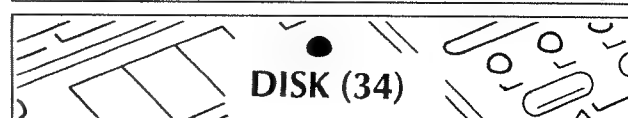
32



33



34



35) **PREVIOUS SONG** Button.
It can select the song which precedes the current one.

36) **NEXT SONG** Button.
It can select the song which follows the current one.

37) **SONG SELECT** Button.
It activates the song selection.

38) **FUNCTION** Change Button.
When this button is pressed in combination with other buttons in the Disk Recorder section (39/40/41/42) it selects the corresponding alternate functions.

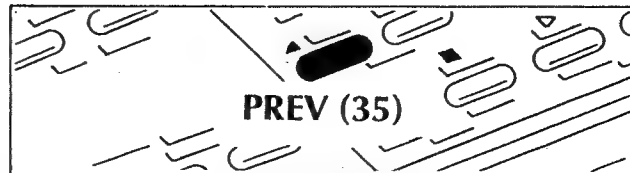
39) **RESET** Button.
This button resets the song to the beginning. When the RESET and FUNCTION (38) buttons are pressed simultaneously, they activate the "Erase song from disk" function.

40) **STOP SONG** Button.
It stops playback or recording of a song. When the STOP SONG and FUNCTION (38) buttons are pressed simultaneously they activate the "Copy song".

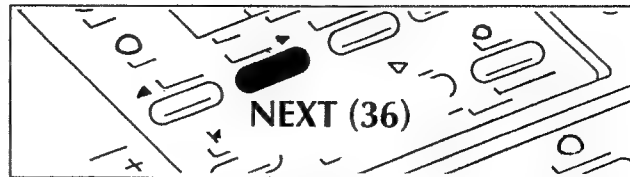
41) **PLAY SONG** Button.
It starts playback of a song. When PLAY SONG and FUNCTION (38) buttons are pressed simultaneously, they activate the "Copy disk" function.

42) **RECORD SONG** Button.
It activates song recording mode. When RECORD and FUNCTION (38) buttons are pressed simultaneously, they activate the "Disk formatting operation" (Initialization).

35



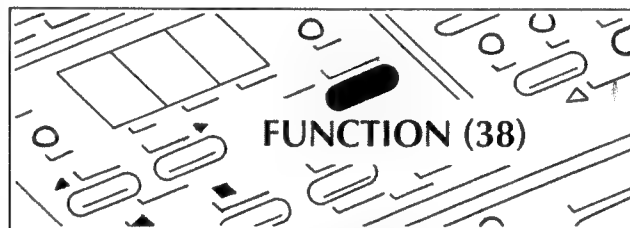
36



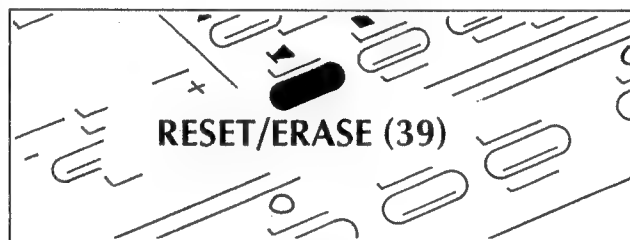
37



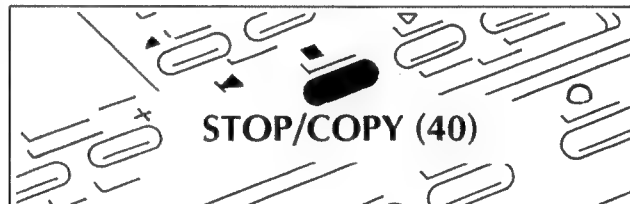
38



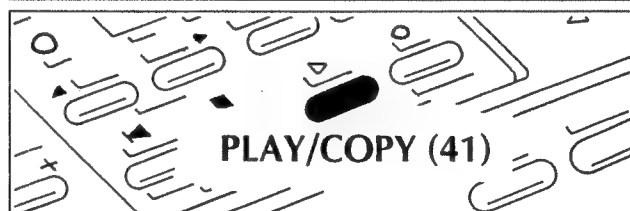
39



40



41



42



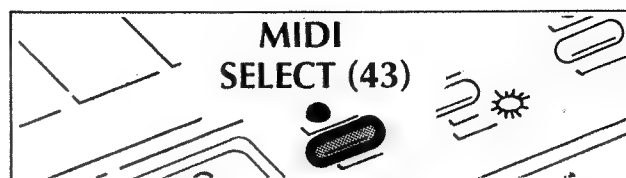
43) **MIDI SELECT** Button. When the LED is lit, you can modify the instrument's MIDI parameters.

44) **KBD VELOCITY/KBD SCALE** Button. When the LED is lit, the keyboard responds to your playing dynamics. That is, playing softly produces a soft sound and playing hard produces a loud sound. When the LED is off, the volume level remains constant, regardless of how hard or soft you play. This button also activates the **SCALE** function, which lets you detune specific notes on the keyboard (Upper section) by a quarter tone. By doing this you can create tunings other than equal temperament (the 12 tone scale). This function is extremely useful to perform songs which require a non-standard tuning.

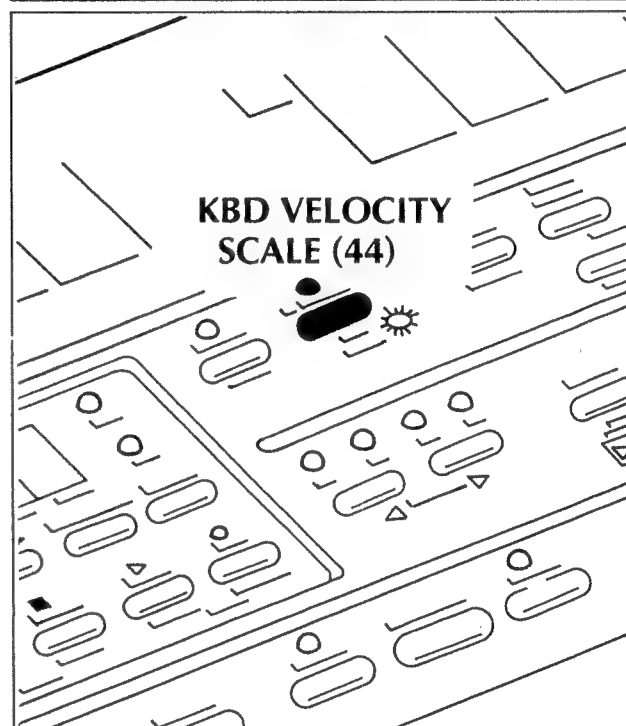
45) **SELECT** Buttons. These buttons allow you to choose the section to which a Tone will be assigned:

- 1) **UPP** LED. When this LED is lit, you can select a Tone for the Upper section of the keyboard.
- 2) **LOW** LED. When this LED is lit, you can select a Tone for the Lower section of the keyboard.
- 3) **BASS** LED. When this LED is lit, you can select a Tone for the M Bass section of the keyboard.
- 4) **DRUM** LED. When this LED is lit, you can select one of the eight Drum Sets (by pressing the corresponding buttons on the panel). A ninth Drum Set can only be selected via MIDI.

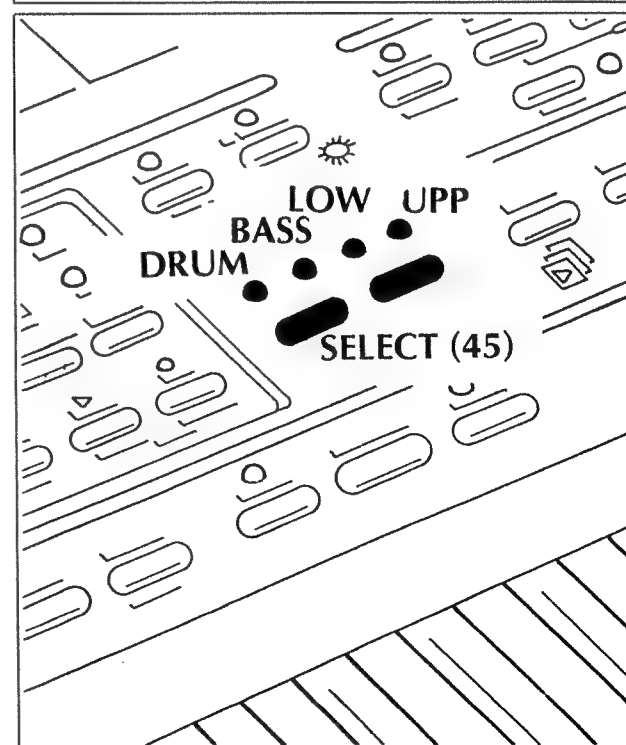
43



44



45



46) ONE TOUCH PROGRAM Button.

This is really the heart of the E-66's intelligent functions. When you press this button (and the LED lights), the instrument automatically makes the most appropriate settings for the selected Music Style.

This function is in effect when the instrument is turned on.

47) USER STYLES SELECT Button.

This button selects the USER STYLES Bank. See page 51 for further details.

48) USER STYLES LOAD Button. It starts the loading of the User Styles (see page 51 for further details).

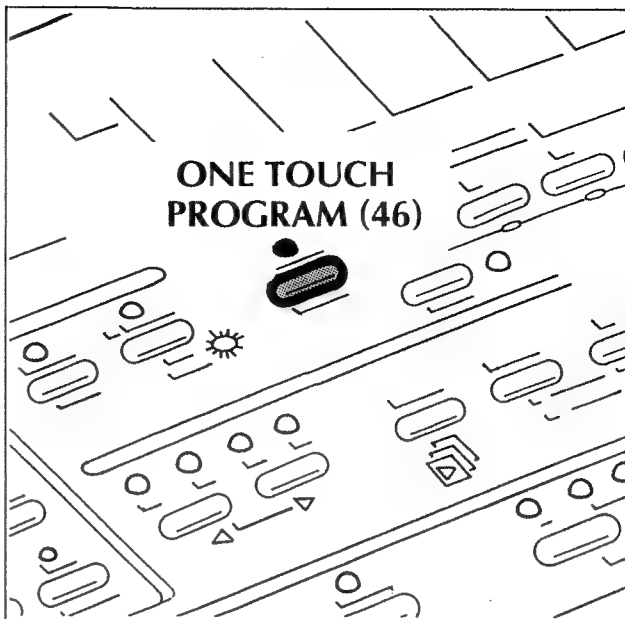
49) MUSIC STYLE Select Buttons.

These buttons are used to select one of the E-66's 56 Music Styles. (They are also used to select demo songs while in the Demo Song mode.)

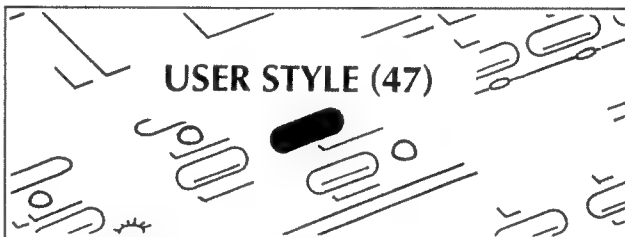
50) DEMO Button.

This button activates the Demo Song mode. When this button is pressed together with START/STOP, or with one of the last four MUSIC STYLE buttons (5-8), it activates song selection (see page 32 for further details).

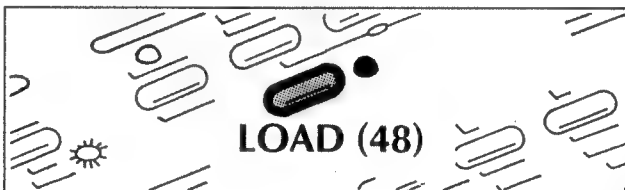
46



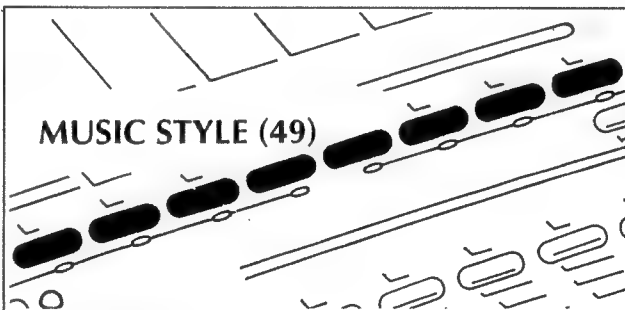
47



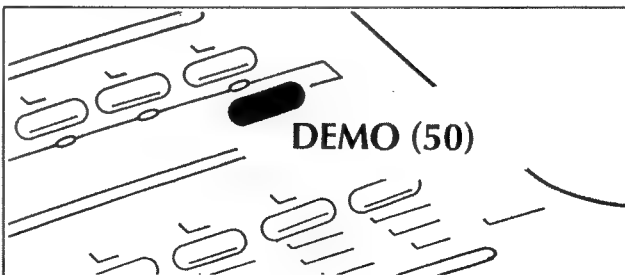
48



49



50



51) **TONE VARIATION** Button.
Some Tones have Variations (sounds similar to the basic Tone), and this button allows you to access them.
Only the Tones marked by a ► have Variations (see Tones and Variations Chart on page 103).

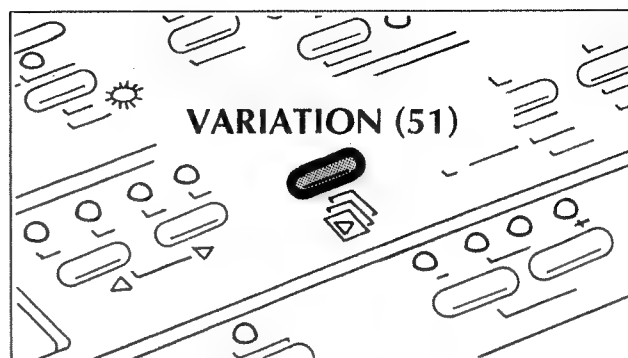
52) **GROUP** Button.
This button is used to select Tone Group 'A,' or Tone Group 'b.'

53) **TONE** Select Buttons.
These buttons are used to select Tones from either Group 'A' or Group 'b.' (They are also used to select Drum Sets when in the Manual Drums mode.)

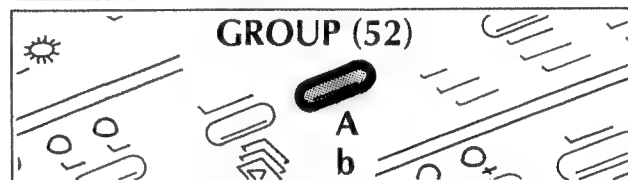
54) **REVERB** Button.
This button turns the digital reverb on and off. When pressed simultaneously to CHORUS button [55], it activates the GM mode.

55) **CHORUS** Button.
This button turns the digital chorus effect on and off. When pressed simultaneously to REVERB button [54], it activates the GM mode.
(For information on the use of your E-66 in GM mode, please refer to the GM section in this manual on page 91).

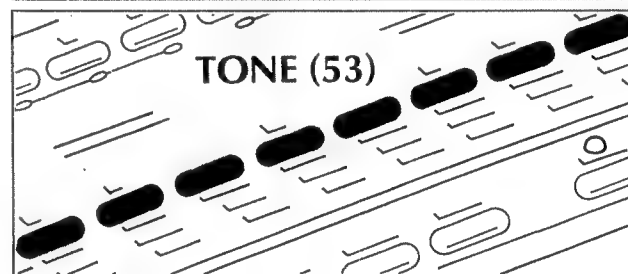
51



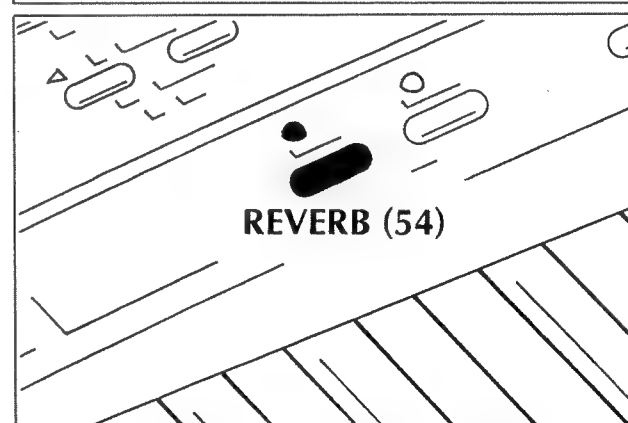
52



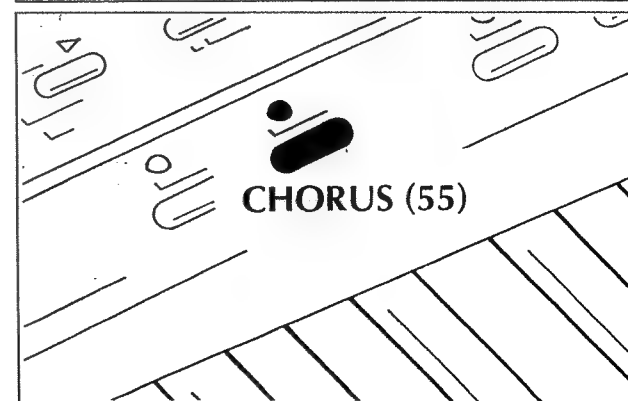
53



54



55



56) SYNC START Button.

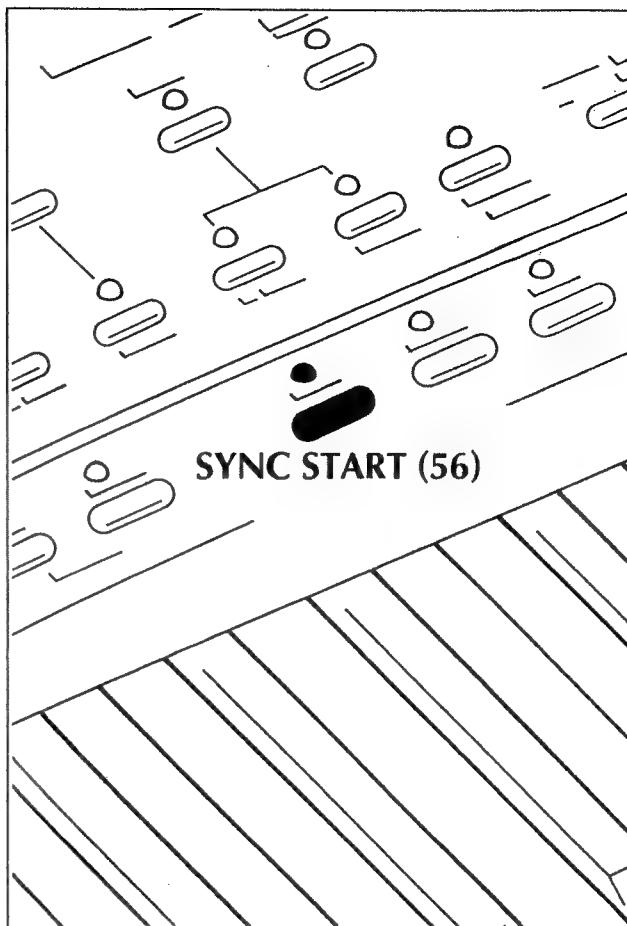
This button selects one of the following synchronization functions:

- a) When the START LED is lit, along with the ARRANGER, LOWER or M DRUMS LED, the Music Style will start playing the instant you play a note in the section of the keyboard currently active.
- b) When the START LED is lit, and the ARRANGER, LOWER and M DRUMS LEDs are dark (off), the Music Style will start playing the instant you press any key on the keyboard.

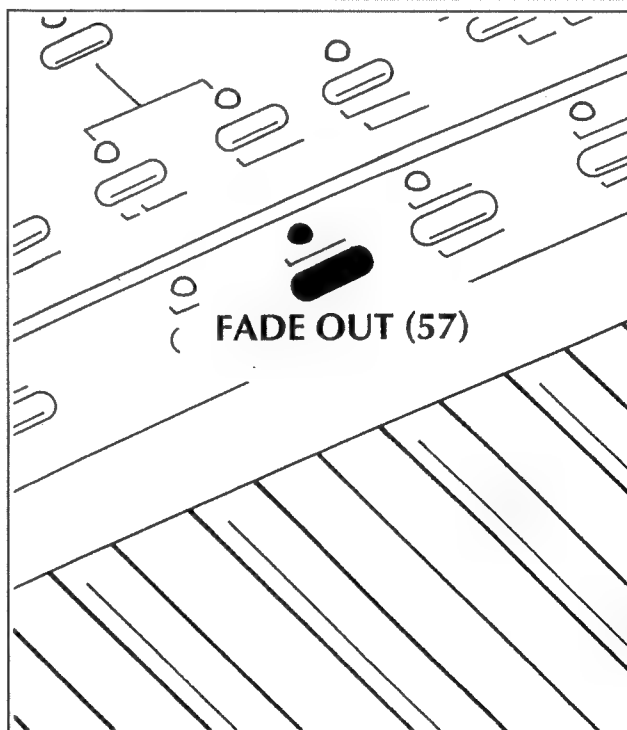
57) FADE OUT Button.

When this button is pressed (the LED will begin to flash), the overall volume will slowly decrease until there is no sound. When the fade out is complete, the LED will light steadily. (To disable this function, press the button again and the LED will go out.)

56



57



58) ACC BASS REVOLVING Button.

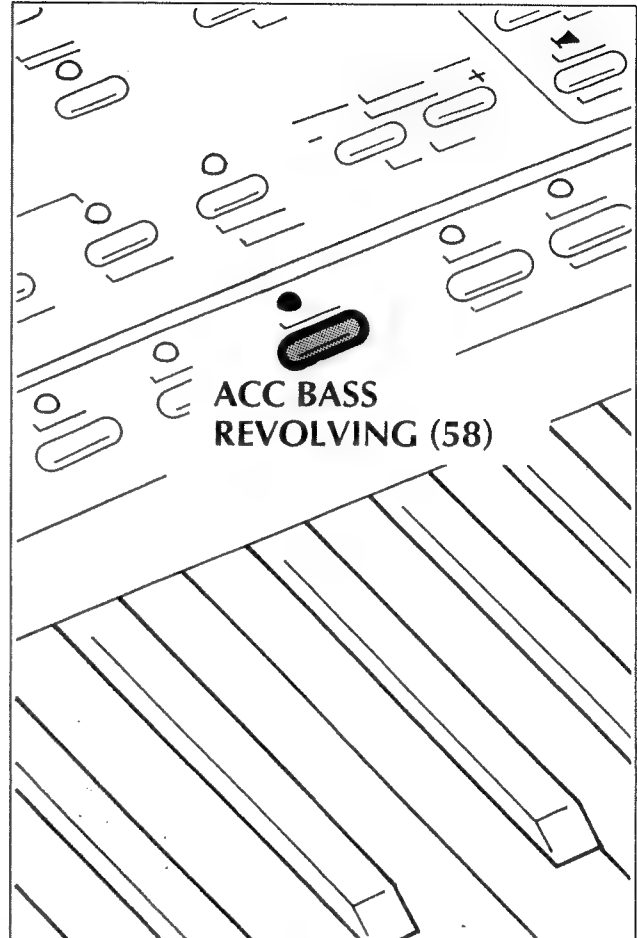
Pressing this button, the corresponding LED will light, indicating that the function has been enabled. The accompaniment bass note played on the instrument will not be affected anymore by the root note of the chord played in the Arranger section, but the notes forming the bass pattern will be changed according to the lowest note of the chord actually played (inversion). Example: Pressing the notes D, E, G, C, the bass pattern will sound according to this inversion. Even if the same chord is being played, different bass patterns will be obtained according to the inversion played.

59) ARRANGER ADVANCED Button.

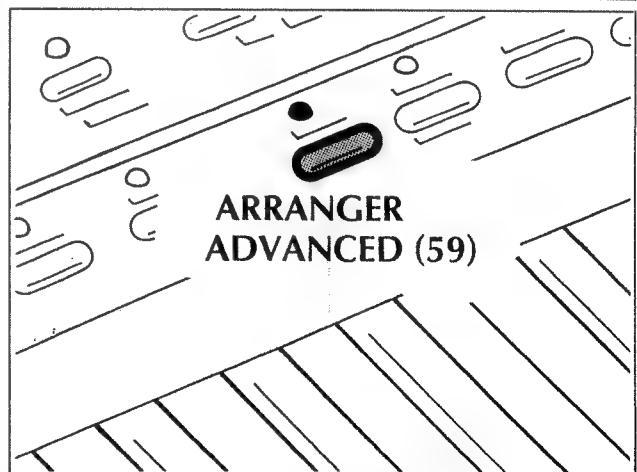
Every Music Style contains a simple pattern and an Advanced pattern. Pressing this button allows you to choose between these patterns; when the LED is lit, the Advanced pattern will be selected.

60) STYLE VARIATION Button. This button is used to select the Variation pattern of any Music Style.

58



59



60



61) FILL IN: TO VARIATION Button.

When this button is pressed while a Music Style is playing, a one-measure fill-in (rhythm break) will be inserted into the pattern. When this fill-in is complete, the Music Style will resume using its Variation pattern.

62) FILL IN: TO ORIGINAL Button.

This button has two functions:

- 1) When this button is pressed while a Music Style is playing, a one-measure fill-in (rhythm break) will be inserted into the pattern. When this fill-in is complete, the Music Style will resume using its Original pattern.

- 2) **TAP TEMPO** Function.

When the Music Style is stopped, the Style tempo can be set manually by tapping the desired tempo on this button.

63) INTRO Button.

When the Music Style is playing or it is stopped, pressing this button will start the Style, beginning with its Intro phrase.

64) START/STOP Button.

This button can perform two different functions:

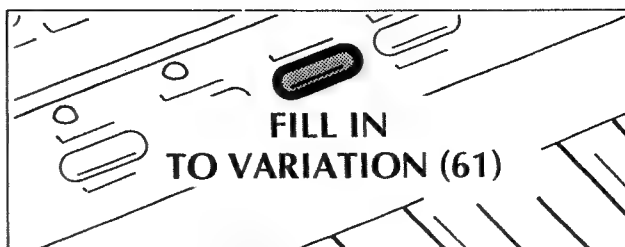
- 1) It can start and stop a Music Style.

- 2) When it is pressed along with DEMO button (50), it can start and stop playback of the E-66's demo songs.

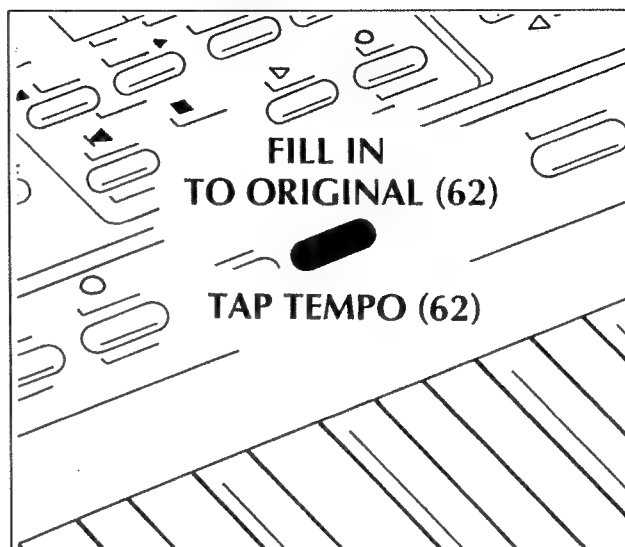
65) ENDING Button.

By pressing this button while a Music Style is playing or it is stopped, an Ending phrase will automatically conclude your performance.

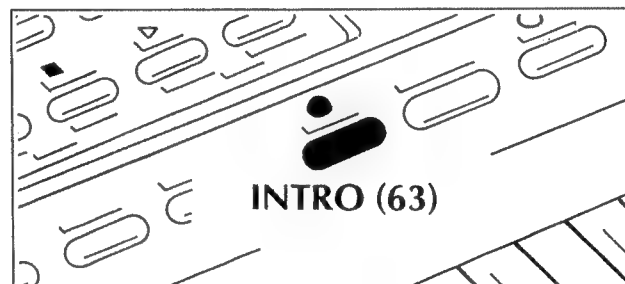
61



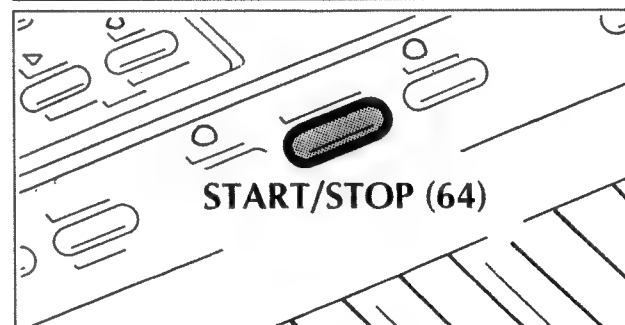
62



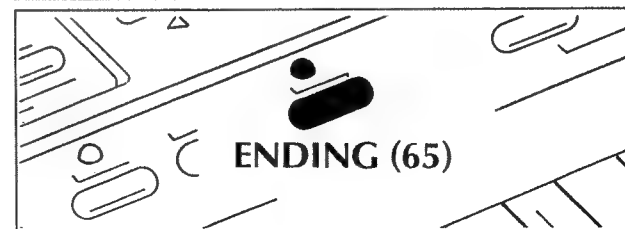
63



64



65



66) **TEMPO** LEDs.

These four LEDs flash at the tempo of the selected Music Style. They also indicate which beat of the Style is currently playing.

67) **TEMPO** Buttons.

These buttons are used to set the playback tempo of the selected Music Style. The + button increases the tempo and the - button decreases it. If the buttons are pressed simultaneously, the Style's standard (pre-set) tempo is instantly restored.

68) **SOUND EFFECTS AND DRUM PADS** Buttons.

These buttons when pressed (alone or in combination) will make the following sounds:

LAUGHING
SCREAMING
APPLAUSE
TRAIN

69) **Sound Effects and Drums**
HOLD Button

When this button is pressed together with a DRUM PAD button (68) the LED indicates that the sound effect(s) currently playing will be sustained (played continuously).

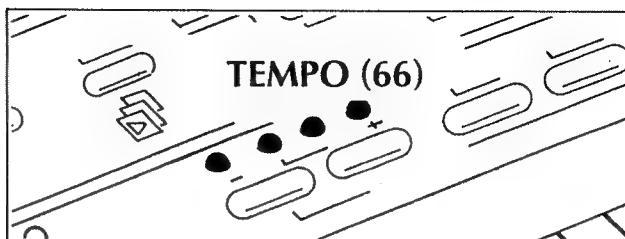
70) **KEYBOARD**

These are the keys that you play to make beautiful music!

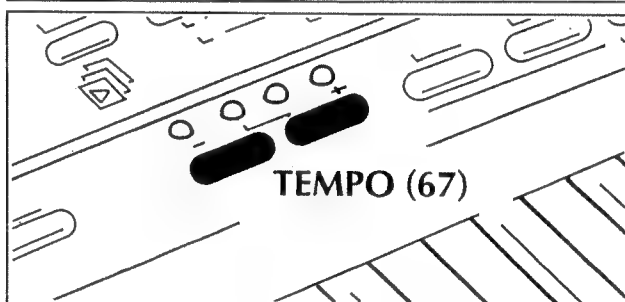
71) **SPEAKERS**

This is where the sound comes from!

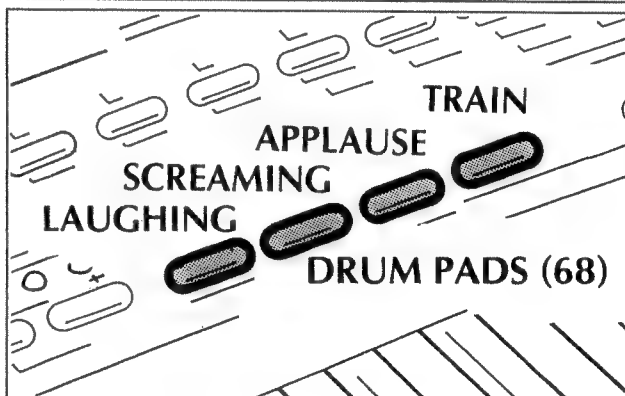
66



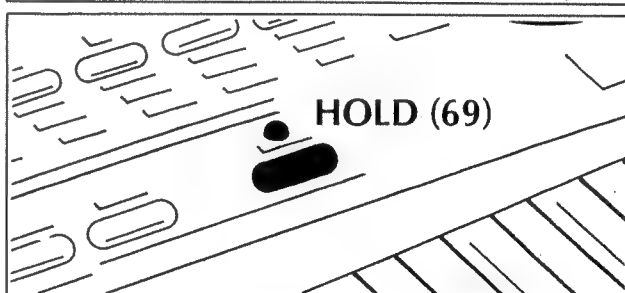
67



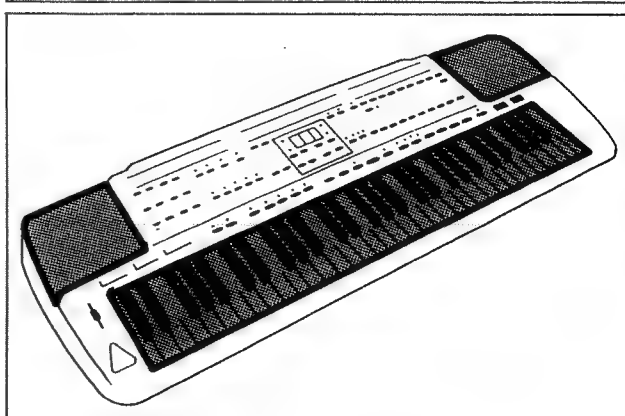
68



69



70



71

Demo Song Playback

The E-66 contains three demonstration songs in its memory. These songs were written to highlight the instrument's great Tones and amazing auto-accompaniment capabilities. You can listen to these songs whenever you wish. With the AC adaptor properly connected to a wall outlet and the E-66, press the POWER button [1] located on the rear panel of the keyboard. The display and a number of LEDs will light as the instrument springs to life. Now you can listen to one or all of the E-66's demo songs.

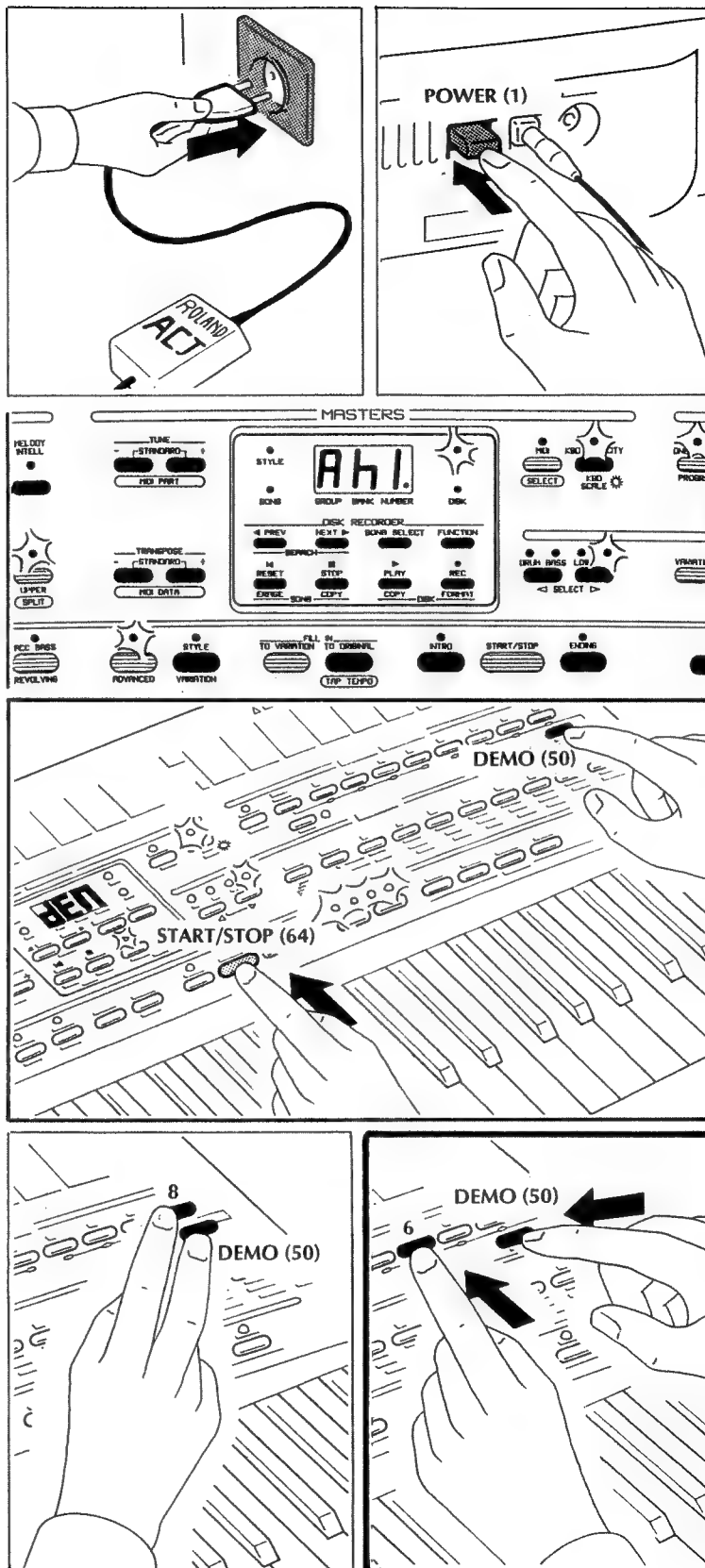
— To hear all three demo songs in succession:

- 1) Press and hold the DEMO button [50].
- 2) Press button n. 8 in the MUSIC STYLE Select section [49].
- 3) Press the START/STOP button [64] and the three songs will play one after another, starting with number 1.

— If you only wish to hear a specific song:

Press and hold the DEMO button [50] and then press one of the last three buttons (5-7) in the MUSIC STYLE select section [49]. The corresponding demo song will begin to play.

To stop playback of the demo song, press the START/STOP button, or the DEMO button.



These demonstration songs were produced by Roland Europe in cooperation with LUIGI BRUTI and ROBERTO LANCIOTTI. Copyright © 1994 Roland Europe. All rights reserved.

Playing the E-66

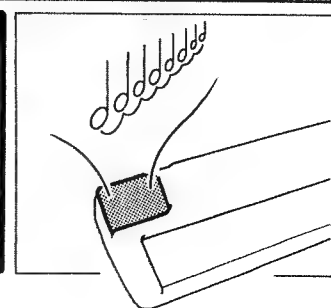
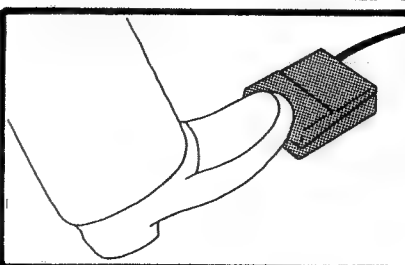
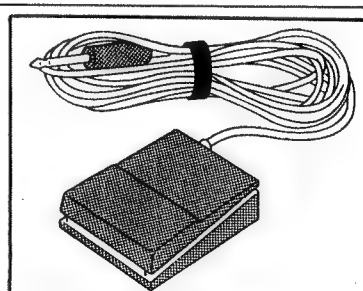
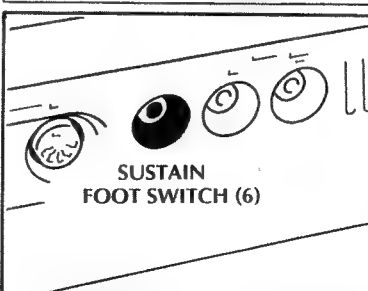
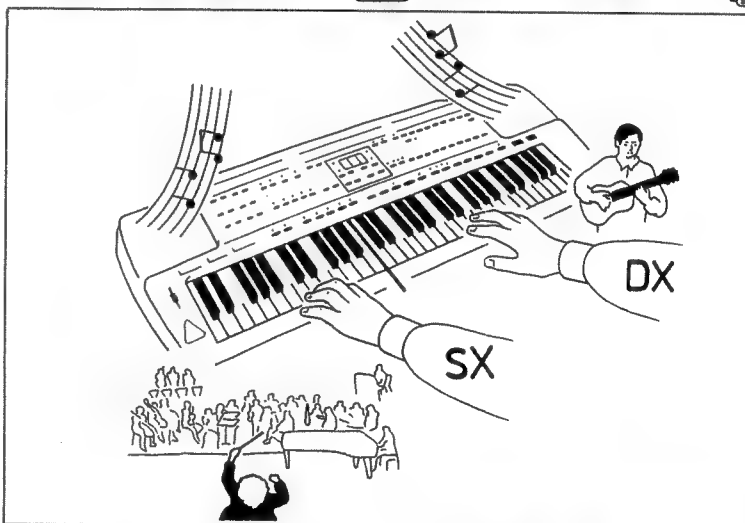
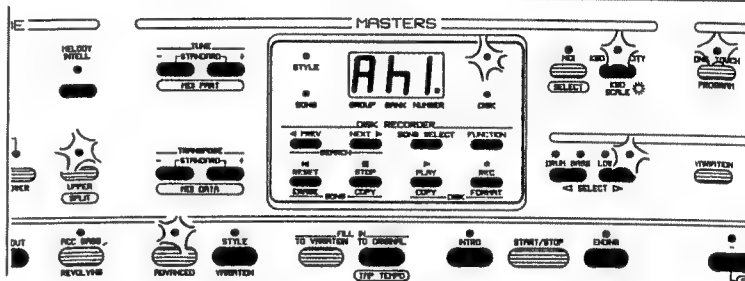
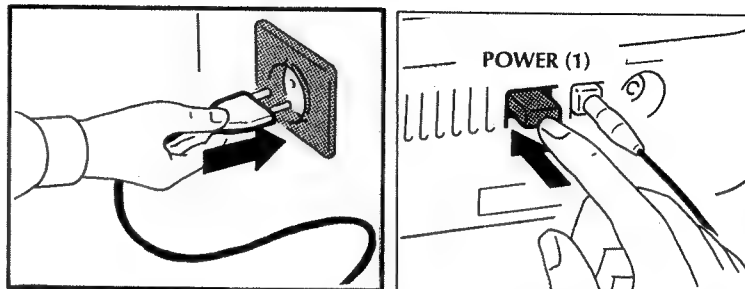
First, connect the AC adaptor to a wall outlet, and then press the POWER button [1] as previously explained.

A number of LEDs will light and the display will read "A41."

You can now start playing the E-66 with a Guitar tone on the right (Upper) part of the keyboard, while you can control the accompaniment style in the left part (Lower)

With an optional footswitch (DP-2/DP-6 type) connected to the SUSTAIN FOOTSWITCH jack [6] on the rear panel, you can sustain (hold) the notes you play in the Upper section of the keyboard. (This works just like the damper pedal on an acoustic piano).

This very brief description shows you how to use the E-66 in only the most basic way. In the following pages we'll show you how to take full advantage of the instrument's great sounds and functions.



Selecting Tones

'Nylon GT' (A41.) (2nd variation of the guitar tone A41) is automatically selected for the Upper section every time you turn on the instrument. To have this Tone number displayed, press the SELECT ▸ button [45]. The UPPER LED will light and "A41" will appear in the display.

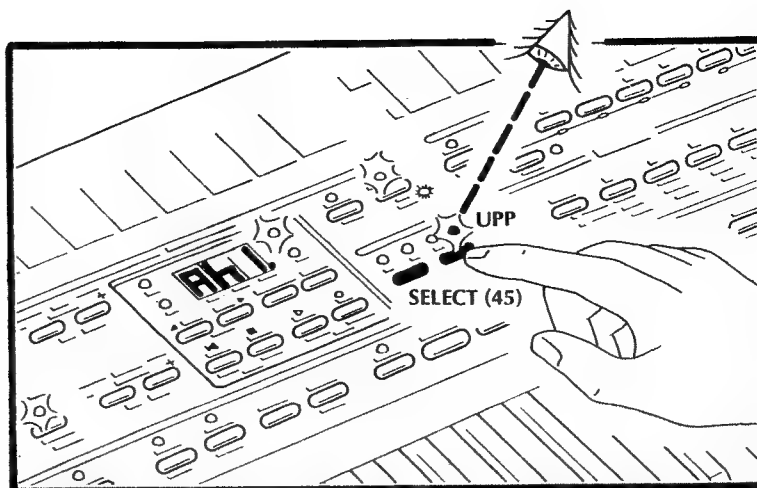
To select a different Tone for the Upper section:

a) Be sure the UPPER LED is lit (if not, press the SELECT button [45]).

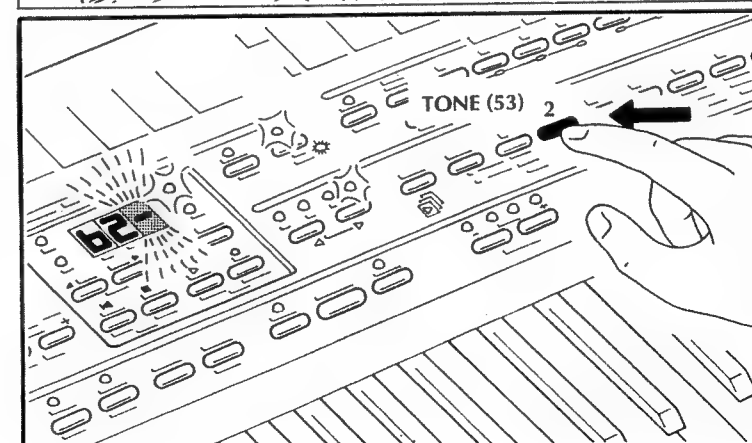
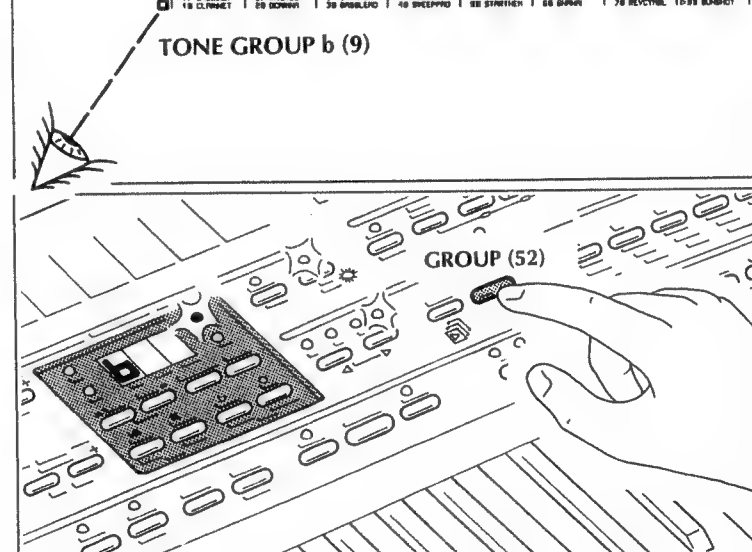
b) Select the desired Tone from the Tone Group chart [9] printed on the front panel. Find 22 FLUTE, for example. (This Tone happens to belong to Group 'b'.)

c) Press the GROUP button [52] until the letter "b" (indicating the Tone Group) appears in the first field of the display. The TONE LED [32] will light.

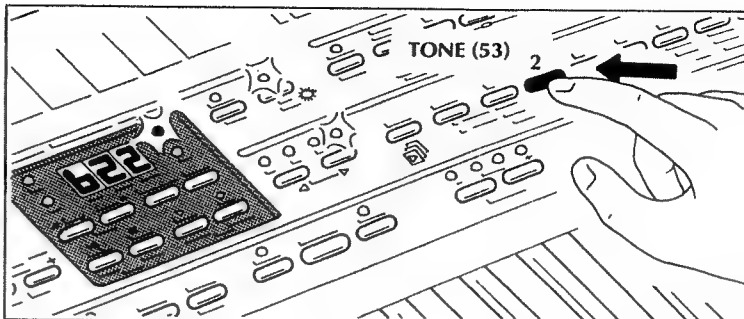
d) Enter the number '22' by first pressing the '2' button (in the TONE select section [53]). The number "2" will appear in the display beside the letter "b". (A flashing line will appear in the third field).



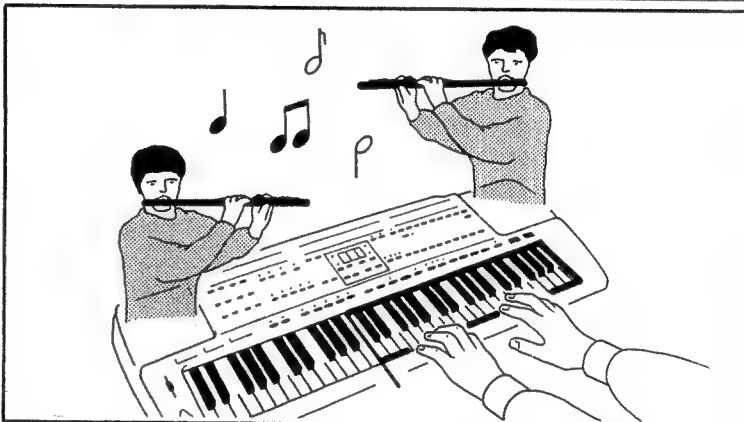
TONE GROUP	PIANO	40W PERC	CRASH	CLASH	SNARE	STRINGS	ENSEMBLE	DRUMS
P1	P10	P11	P12	P13	P14	P15	P16	P17
P2	P20	P21	P22	P23	P24	P25	P26	P27
P3	P30	P31	P32	P33	P34	P35	P36	P37
P4	P40	P41	P42	P43	P44	P45	P46	P47
P5	P50	P51	P52	P53	P54	P55	P56	P57
P6	P60	P61	P62	P63	P64	P65	P66	P67
P7	P70	P71	P72	P73	P74	P75	P76	P77
P8	P80	P81	P82	P83	P84	P85	P86	P87
P9	P90	P91	P92	P93	P94	P95	P96	P97
P10	P100	P101	P102	P103	P104	P105	P106	P107
P11	P110	P111	P112	P113	P114	P115	P116	P117
P12	P120	P121	P122	P123	P124	P125	P126	P127
P13	P130	P131	P132	P133	P134	P135	P136	P137
P14	P140	P141	P142	P143	P144	P145	P146	P147
P15	P150	P151	P152	P153	P154	P155	P156	P157
P16	P160	P161	P162	P163	P164	P165	P166	P167
P17	P170	P171	P172	P173	P174	P175	P176	P177
P18	P180	P181	P182	P183	P184	P185	P186	P187
P19	P190	P191	P192	P193	P194	P195	P196	P197
P20	P200	P201	P202	P203	P204	P205	P206	P207
P21	P210	P211	P212	P213	P214	P215	P216	P217
P22	P220	P221	P222	P223	P224	P225	P226	P227
P23	P230	P231	P232	P233	P234	P235	P236	P237
P24	P240	P241	P242	P243	P244	P245	P246	P247
P25	P250	P251	P252	P253	P254	P255	P256	P257
P26	P260	P261	P262	P263	P264	P265	P266	P267
P27	P270	P271	P272	P273	P274	P275	P276	P277
P28	P280	P281	P282	P283	P284	P285	P286	P287
P29	P290	P291	P292	P293	P294	P295	P296	P297
P30	P300	P301	P302	P303	P304	P305	P306	P307
P31	P310	P311	P312	P313	P314	P315	P316	P317
P32	P320	P321	P322	P323	P324	P325	P326	P327
P33	P330	P331	P332	P333	P334	P335	P336	P337
P34	P340	P341	P342	P343	P344	P345	P346	P347
P35	P350	P351	P352	P353	P354	P355	P356	P357
P36	P360	P361	P362	P363	P364	P365	P366	P367
P37	P370	P371	P372	P373	P374	P375	P376	P377
P38	P380	P381	P382	P383	P384	P385	P386	P387
P39	P390	P391	P392	P393	P394	P395	P396	P397
P40	P400	P401	P402	P403	P404	P405	P406	P407
P41	P410	P411	P412	P413	P414	P415	P416	P417
P42	P420	P421	P422	P423	P424	P425	P426	P427
P43	P430	P431	P432	P433	P434	P435	P436	P437
P44	P440	P441	P442	P443	P444	P445	P446	P447
P45	P450	P451	P452	P453	P454	P455	P456	P457
P46	P460	P461	P462	P463	P464	P465	P466	P467
P47	P470	P471	P472	P473	P474	P475	P476	P477
P48	P480	P481	P482	P483	P484	P485	P486	P487
P49	P490	P491	P492	P493	P494	P495	P496	P497
P50	P500	P501	P502	P503	P504	P505	P506	P507
P51	P510	P511	P512	P513	P514	P515	P516	P517
P52	P520	P521	P522	P523	P524	P525	P526	P527
P53	P530	P531	P532	P533	P534	P535	P536	P537
P54	P540	P541	P542	P543	P544	P545	P546	P547
P55	P550	P551	P552	P553	P554	P555	P556	P557
P56	P560	P561	P562	P563	P564	P565	P566	P567
P57	P570	P571	P572	P573	P574	P575	P576	P577
P58	P580	P581	P582	P583	P584	P585	P586	P587
P59	P590	P591	P592	P593	P594	P595	P596	P597
P60	P600	P601	P602	P603	P604	P605	P606	P607
P61	P610	P611	P612	P613	P614	P615	P616	P617
P62	P620	P621	P622	P623	P624	P625	P626	P627
P63	P630	P631	P632	P633	P634	P635	P636	P637
P64	P640	P641	P642	P643	P644	P645	P646	P647
P65	P650	P651	P652	P653	P654	P655	P656	P657
P66	P660	P661	P662	P663	P664	P665	P666	P667
P67	P670	P671	P672	P673	P674	P675	P676	P677
P68	P680	P681	P682	P683	P684	P685	P686	P687
P69	P690	P691	P692	P693	P694	P695	P696	P697
P70	P700	P701	P702	P703	P704	P705	P706	P707
P71	P710	P711	P712	P713	P714	P715	P716	P717
P72	P720	P721	P722	P723	P724	P725	P726	P727
P73	P730	P731	P732	P733	P734	P735	P736	P737
P74	P740	P741	P742	P743	P744	P745	P746	P747
P75	P750	P751	P752	P753	P754	P755	P756	P757
P76	P760	P761	P762	P763	P764	P765	P766	P767
P77	P770	P771	P772	P773	P774	P775	P776	P777
P78	P780	P781	P782	P783	P784	P785	P786	P787
P79	P790	P791	P792	P793	P794	P795	P796	P797
P80	P800	P801	P802	P803	P804	P805	P806	P807
P81	P810	P811	P812	P813	P814	P815	P816	P817
P82	P820	P821	P822	P823	P824	P825	P826	P827
P83	P830	P831	P832	P833	P834	P835	P836	P837
P84	P840	P841	P842	P843	P844	P845	P846	P847
P85	P850	P851	P852	P853	P854	P855	P856	P857
P86	P860	P861	P862	P863	P864	P865	P866	P867
P87	P870	P871	P872	P873	P874	P875	P876	P877
P88	P880	P881	P882	P883	P884	P885	P886	P887
P89	P890	P891	P892	P893	P894	P895	P896	P897
P90	P900	P901	P902	P903	P904	P905	P906	P907
P91	P910	P911	P912	P913	P914	P915	P916	P917
P92	P920	P921	P922	P923	P924	P925	P926	P927
P93	P930	P931	P932	P933	P934	P935	P936	P937
P94	P940	P941	P942	P943	P944	P945	P946	P947
P95	P950	P951	P952	P953	P954	P955	P956	P957
P96	P960	P961	P962	P963	P964	P965	P966	P967
P97	P970	P971	P972	P973	P974	P975	P976	P977
P98	P980	P981	P982	P983	P984	P985	P986	P987
P99	P990	P991	P992	P993	P994	P995	P996	P997
P100	P1000	P1001	P1002	P1003	P1004	P1005	P1006	P1007



e) Press the '2' button again (in the TONE select section [53]) and the number "2" will appear in the third field of the display. The selected Tone is "b22" (flute).



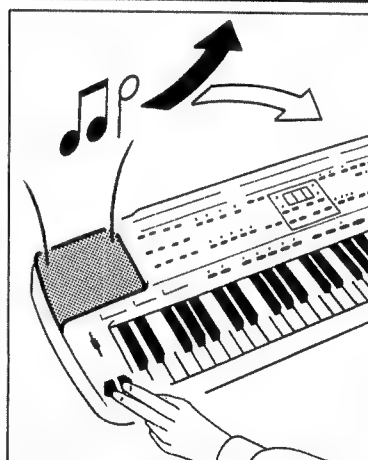
Now when you play the right part of the keyboard (Upper section) you'll hear a lovely flute sound!



f) If you wish to add a vibrato* effect to the flute sound, press the MODULATION button [11] as you play a note. (*Vibrato is a gentle pitch fluctuation which makes the flute sound very realistic).

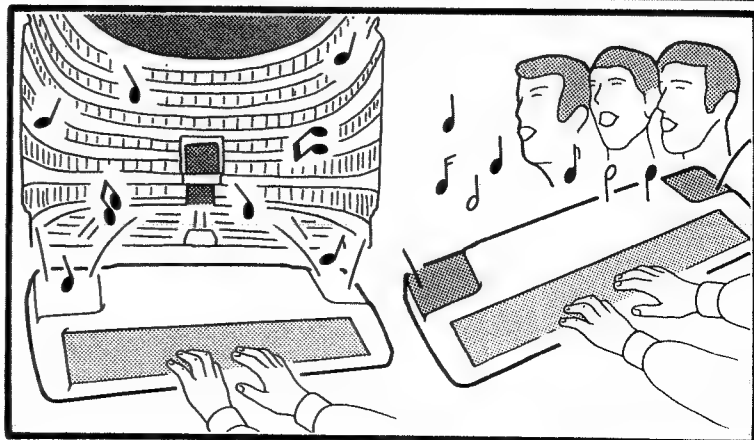
g) If you wish to add pitch bends** to the notes you play, simply press one of the PITCH SHIFT buttons [12] as you play a note.

(**A pitch bend is a playing technique musicians use to raise or lower the pitch of a note being played.)



h) You can further enhance any Tone by adding chorus and/or reverb by pressing the CHORUS button [55] and/or REVERB button [54] respectively. Chorus and reverb simulate different spatial effects which really make your music sound good!

Using the same procedure described on the previous page, and the techniques just described, you can enjoy all 128 Tones offered in Tone Groups 'A' and 'b'.



Tone Variations

A number of the E-66's Tones have what we call 'Variations.' These are sounds which are similar to the basic Tone. (For a complete list of sounds, please refer to TONES and VARIATIONS on page 103: the tones which have variations are marked with a ►).

To Select a Tone Variation:

Example: To select the second Variation of 'Piano 1' (A11)

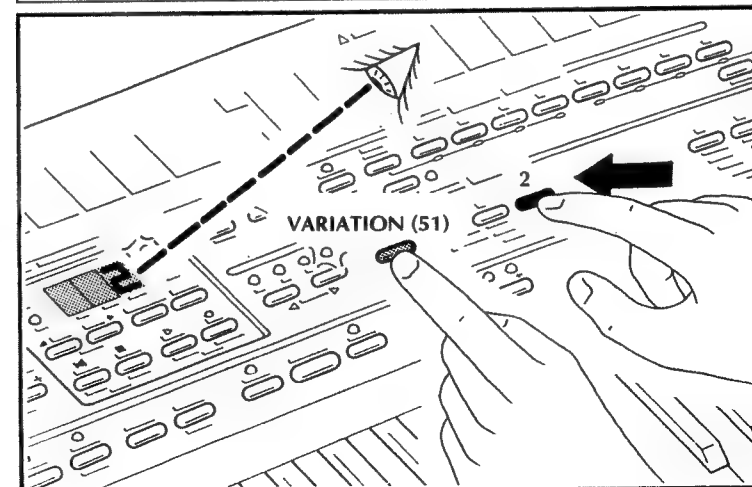
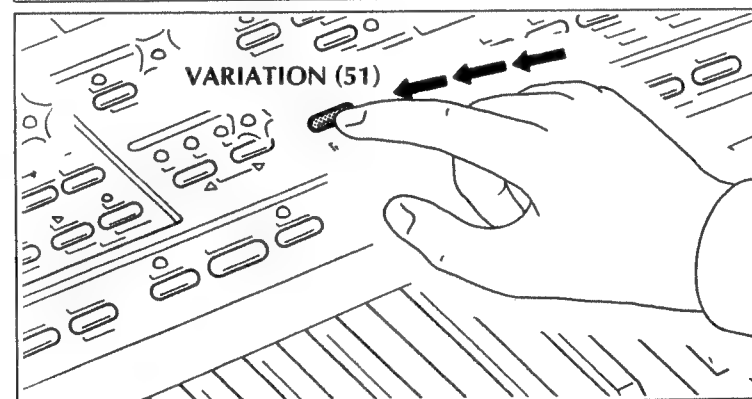
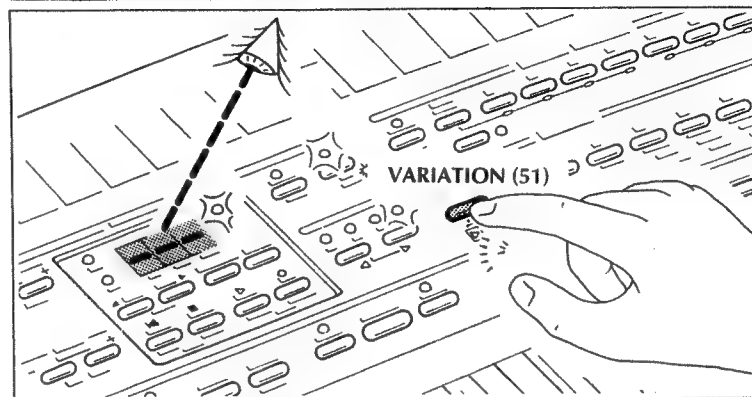
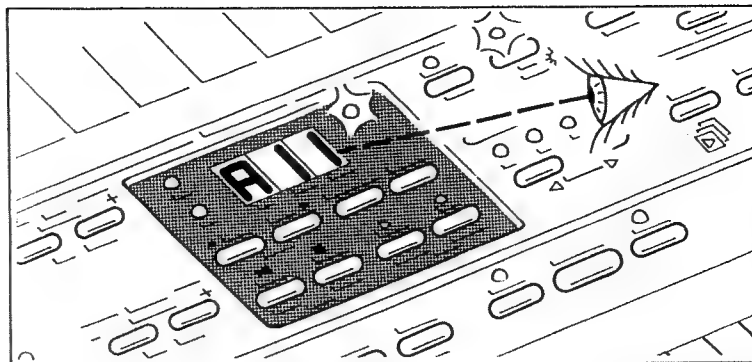
a) Select 'Piano 1' (A11) so the display reads "A11."

b) Press and hold the VARIATION button [51] in the TONE select section; three lines will appear in the display.

c) You can now proceed in two ways:

c1) Press the VARIATION button [51] several times: all the available variations for the current tone will be selected in succession.

c2) While holding the VARIATION button [51], select the second Variation by pressing the '2' button in the TONE select section. The number "2" will appear in the display.



While holding the VARIATION button [51] press the select button corresponding to the selected variation once more; again the three lines will appear in the display (no Variation selected).

d) When you release the buttons, the number "2" will disappear and be replaced by "A11."

When a dot (.) lights in the third field of the display [31], it indicates that a Variation of the displayed Tone number is in effect. In our example, it lights to indicate that a Variation of 'A11' is currently selected.

Keyboard Mode

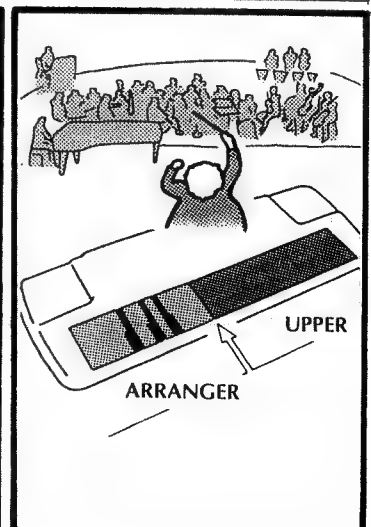
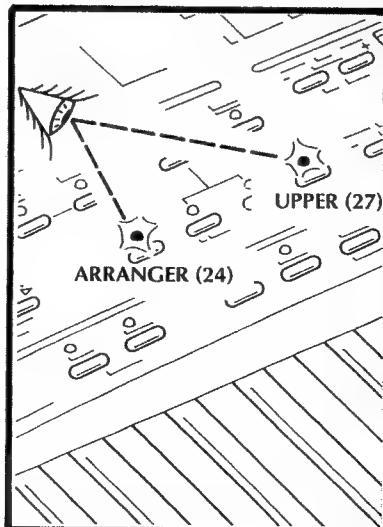
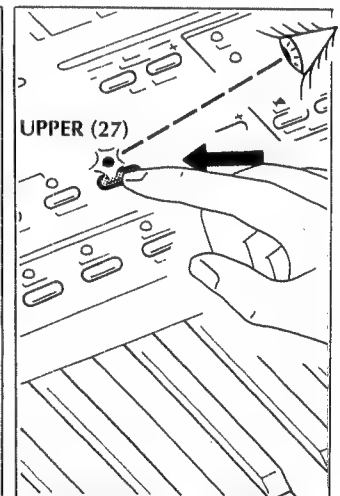
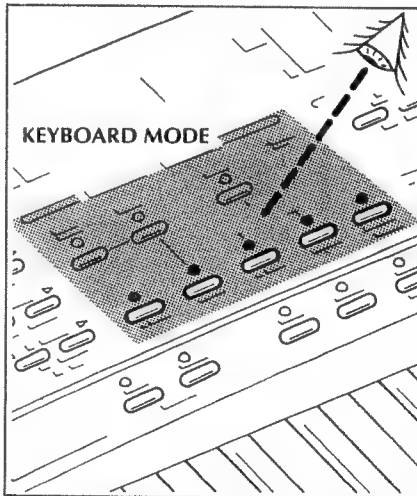
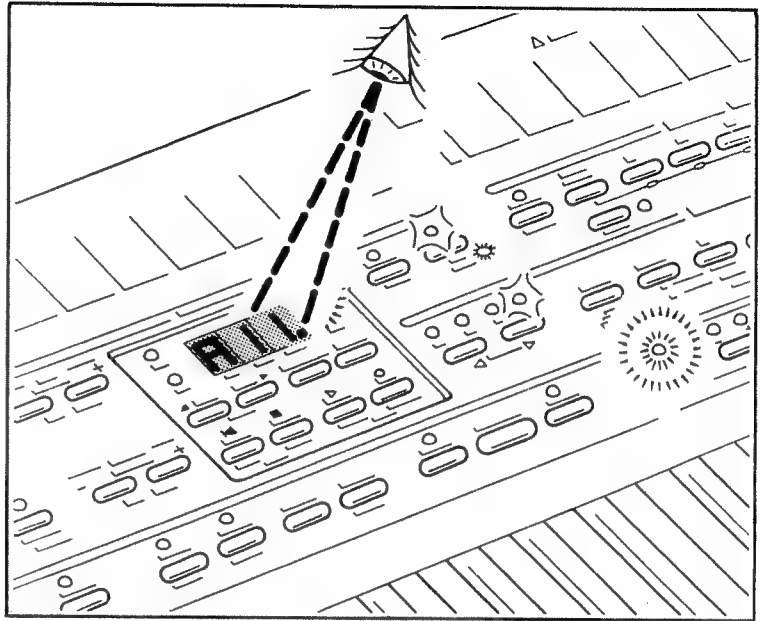
The entire keyboard of the E-66 can be played in one of the following different modes: Upper, Lower, M Bass, Arranger and M Drums. Each mode can be selected by pressing the corresponding button in the KEYBOARD MODE section.

The selected mode(s) is (are) indicated by the corresponding LED(s) in the KEYBOARD MODE section.

It is possible, for example, to play a piano Tone over the entire keyboard by selecting the Upper mode, or to play a string Tone on the entire keyboard by selecting the Lower mode.

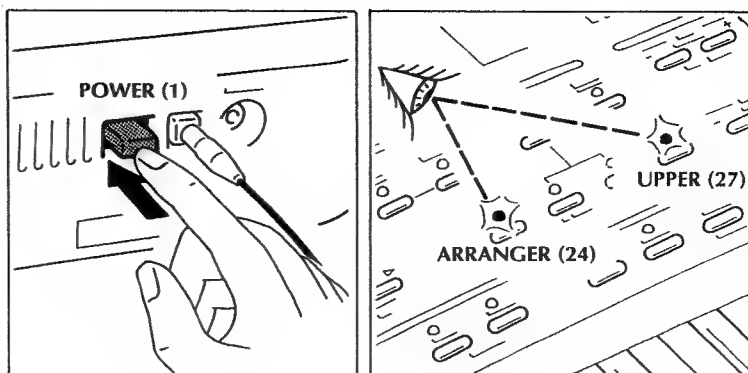
NOTE:

When you've selected the Arranger mode (ARRANGER LED lit), each note or chord played in the Arranger section (left side) of the keyboard is used to control the selected Music Style.

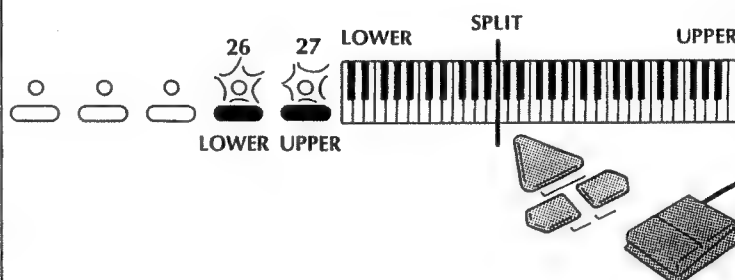


These keyboard modes can be selected individually or in combination to offer a variety of performance possibilities:

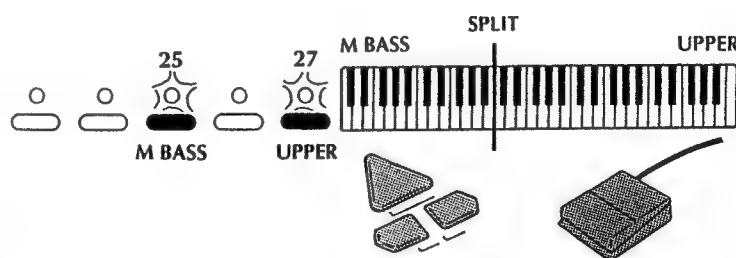
The ARRANGER +UPPER mode is automatically selected whenever the instrument is turned on.



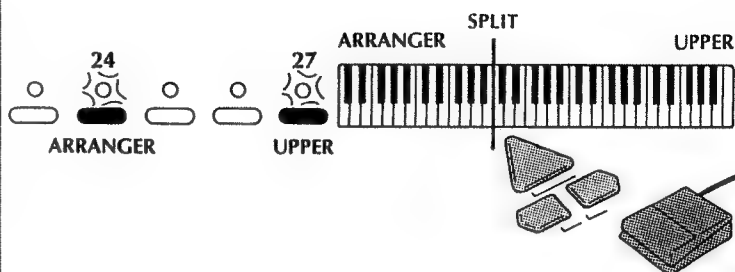
1) When the LOWER [26] and UPPER LEDs [27] are lit:
The keyboard is divided into two sections; one section to the left of the Split Point, and the other to the right.
In this condition it is possible to play two different Tones at the same time; the Tone assigned to the Lower section of the keyboard (on the left) and the Tone assigned to the Upper section. In this particular case, the MODULATION button [11], pedal connected to the SUSTAIN FOOTSWITCH jack [6] and the PITCH SHIFT buttons [12] will only affect the Upper Tone (on the right).



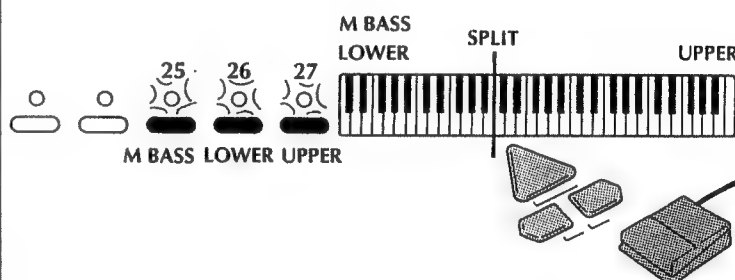
2) When the M BASS [25] and UPPER LEDs [27] are lit:
The keyboard is split into two sections allowing you to play two different Tones at once (one tone for the M.Bass section and another one for the Upper section).
In this case, the MODULATION button [11] and PITCH SHIFT buttons [12] will affect only the M Bass section. The sustain pedal (connected to the SUSTAIN FOOTSWITCH jack) will apply only to the Upper section.



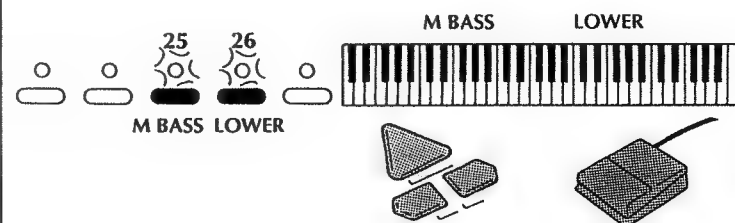
3) When the ARRANGER [24] and UPPER LEDs [27] are lit (): The keyboard is split into two sections. The Arranger section of the keyboard controls the selected Music Style (the auto-accompaniment) and the Upper section plays the Tone assigned to it. This is the mode you'll probably use most; it allows you to control the E-66's great Music Styles while you solo with your right hand. In this mode the MODULATION button [11], PITCH SHIFT buttons [12] and Sustain pedal will affect only the Upper Tone.



4) When the M BASS [25], LOWER [26] and UPPER LEDs [27] are lit: The keyboard is split into two sections. The left part of the keyboard will play a combination (a 'layer') of the Manual Bass Tone and the Lower Tone. (The M Bass portion will play the root note of any chords that are played.) The Upper section will play the Tone assigned to it. In this situation, the MODULATION [11] button, PITCH SHIFT buttons [12] and sustain pedal will affect the Upper Tone only.



5) When the M BASS [25] and LOWER LEDs [26] are lit: When these two modes are selected, the combination of sounds will play over the entire keyboard; there is no keyboard split. (The M Bass portion will play the root note of any chords that are played.) The MODULATION button [11], PITCH SHIFT buttons [12] and sustain pedal will affect both M. Bass and Lower Sections.



Upper Tone Selection

Whenever the instrument is turned on, the Upper mode is selected for the right part of the keyboard and the assigned Tone will be 'Nylon GT.0' (A41.) that is, the 2nd variation of the Guitar tone A 41.

a) Press the SELECT ▷ button [45] in the TONE select section so the UPPER LED lights. This selects the Upper mode. To change the Tone, follow this example:

b) Press the GROUP button [52] in the TONE select section to select Tone Group 'A' or 'b.' The display will show the selected Group, and the TONES LED [32] will light.

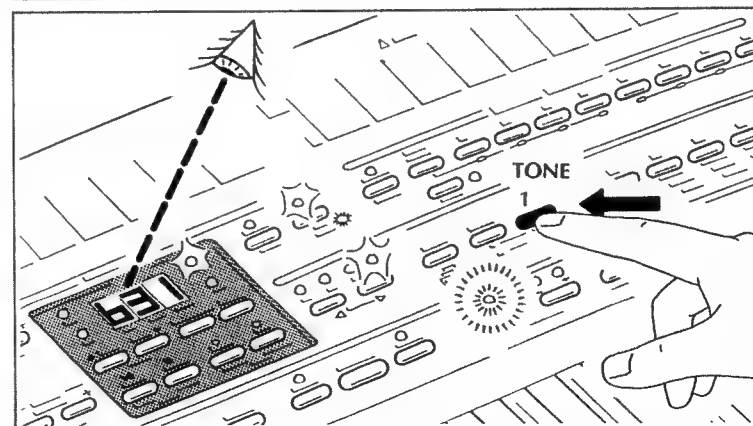
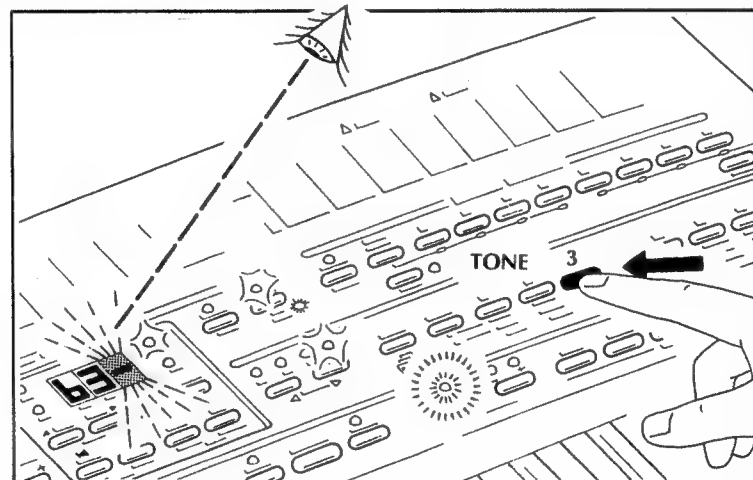
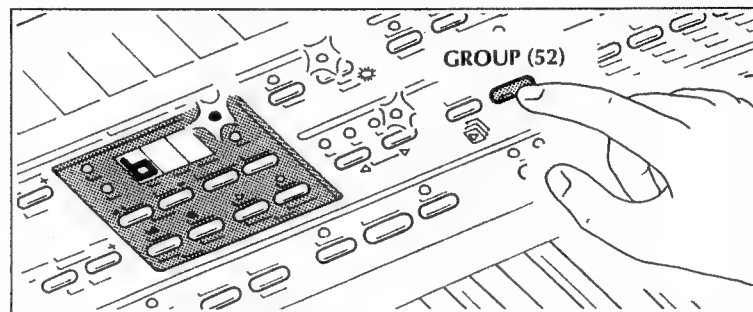
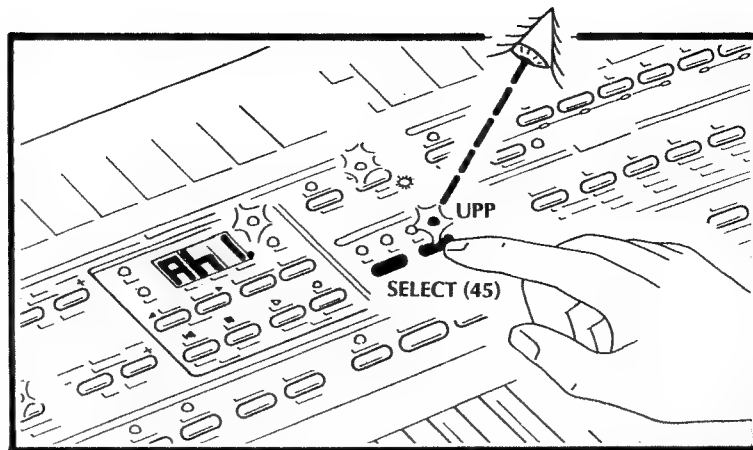
c) Press a button (1—8) in the TONE select section to choose the corresponding Bank number.

(Tones are stored in a **Group** ('A' or 'b'), **Bank** (1—8), and **Number** position (1—8).

The last field (NUMBER) in the display [31] will flash and show a blinking line, as it awaits the entry of the final digit; the Tone Number.

d) Press a button (1—8) in the TONE select section [53] to choose the Tone Number.

The display will indicate your Tone selection until you select another one, or move to a different function.



Upper Tone Variations

Now that we have selected a basic Tone, it is possible to select Variations (Tones which are similar to the basic sound).

Be aware, however, that not all Tones have Variations. Refer to the TONES and VARIATIONS chart on page 103. The tones having variations are marked with the symbol ►.

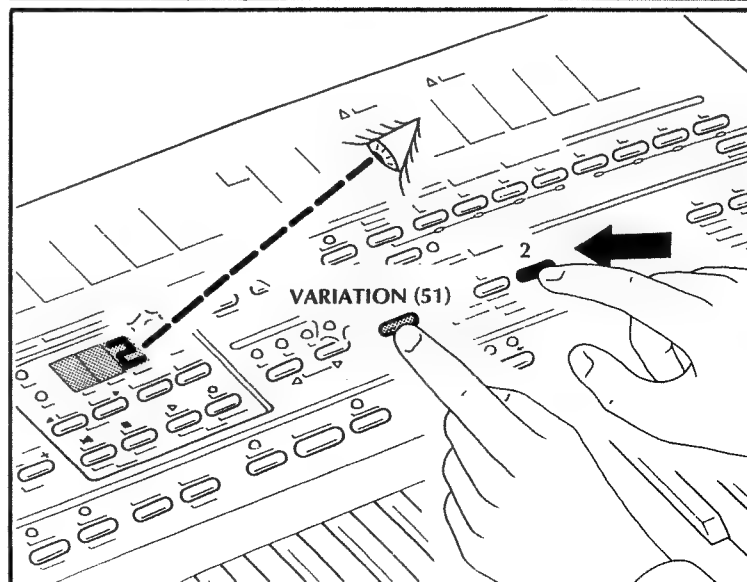
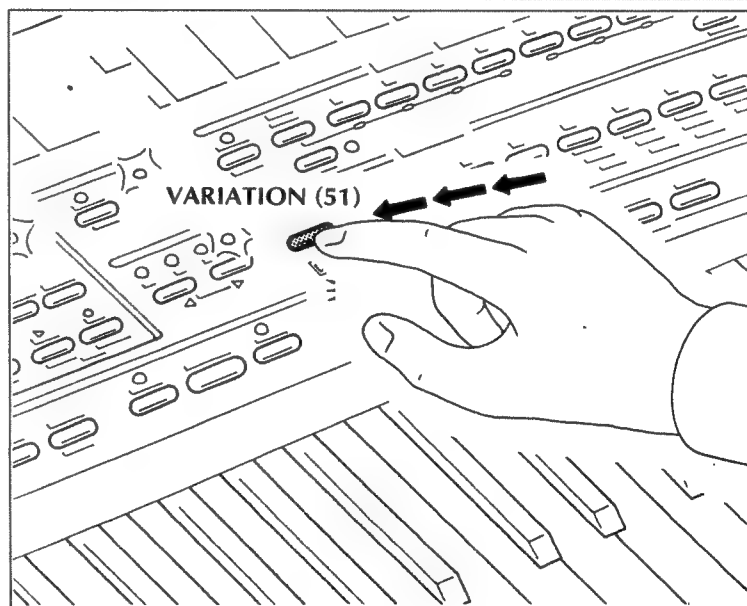
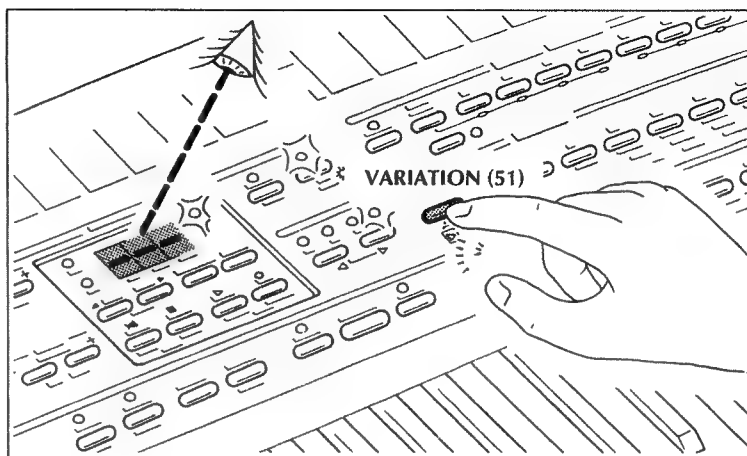
a) Press and hold the VARIATION button [51] in the TONE select section; three horizontal lines will appear in the display.

b) You can now proceed in two ways:

b1) Press the VARIATION [51] button several times: all the variations for the current tone will be selected in succession.

b2) While continuing to hold the VARIATION button, press the TONE select button [53](1—8) which corresponds to the desired Variation number. If the selected Variation number exists, it will be shown in the display.

While holding the VARIATION button, press the select button corresponding to the selected variation again: the three lines will appear again in the display (no variation selected).



Release the VARIATION button [51].

If you selected a Variation Tone which exists, a dot (.) will light in the third field of the display [31].

When selecting some Tones, one of the available Variations will automatically be chosen.

This is again indicated by a dot (.) beside the third digit in the display.

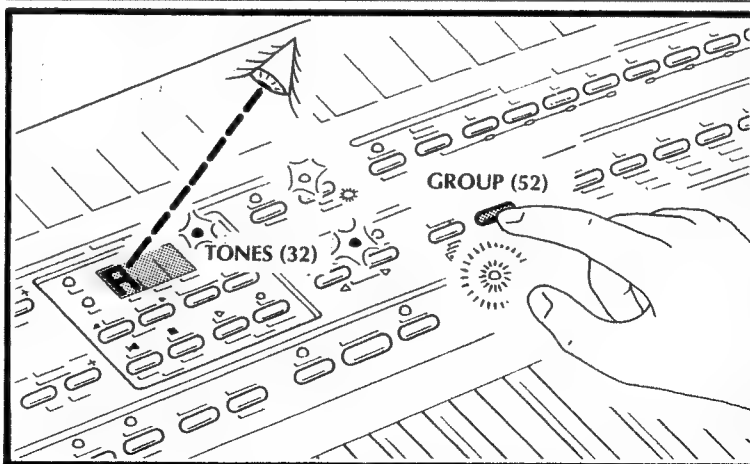
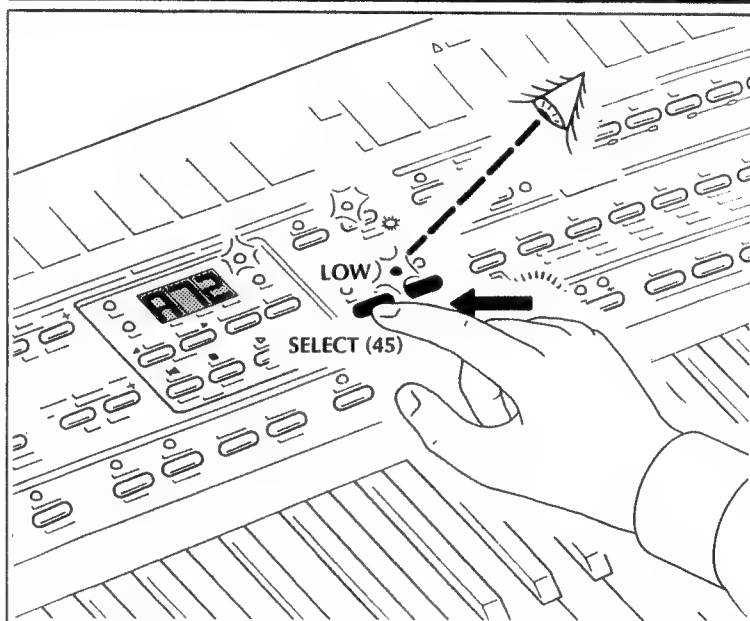
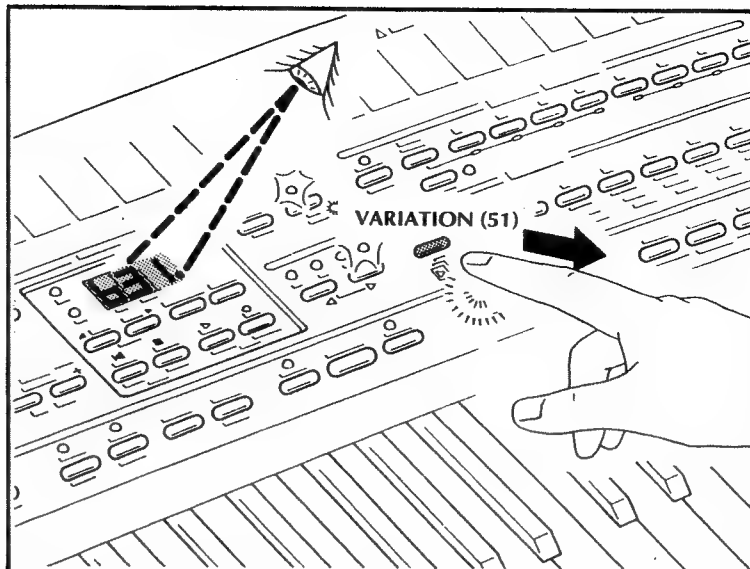
The chart on page 103 shows which tones (marked by an asterisk) will be recalled when selecting GROUP/BANK/NUMBER.

Lower Tone Selection

Whenever you turn the E-66 on, it will automatically select 'Slow Strings' (A72) as the Lower Tone.

a) Press the SELECT ▸ button [45] so the LOWER LED lights. This selects the Lower mode and the Tone 'Slow Strings.' To change this Tone, follow this example:

b) Press the GROUP button [52] in the TONE select section to select Tone Group 'A' or 'b.' The display will show the selected Group, and the TONES LED [32] will light.



c) Press a button (1-8) in the TONE select section [53] to choose the corresponding Bank number.

(Tones are stored in a Group ('A' or 'b'), **Bank** (1-8), and **Number** position (1-8).

The display will show the selected BANK number: the last field (NUMBER) in the display [31] is showing a flashing line, as it awaits the entry of the final digit; the Tone Number.

d) Press a button (1-8) in the TONE select section [53] to choose the Tone Number. The display will indicate your Tone selection until you select another one, or move to a different function.

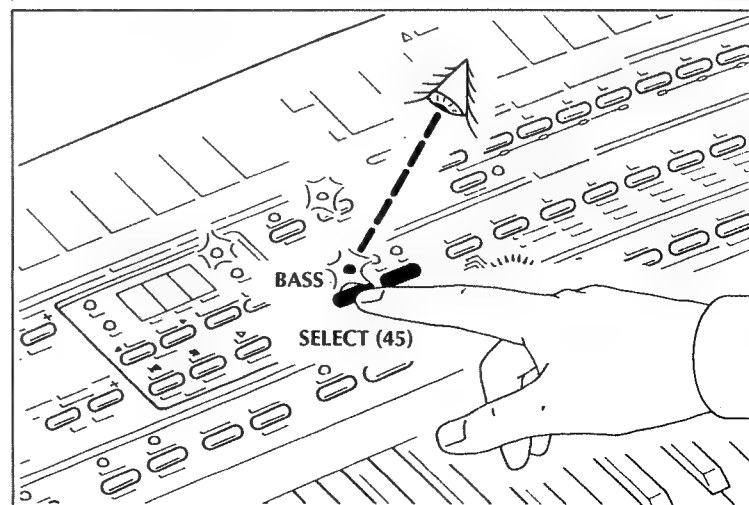
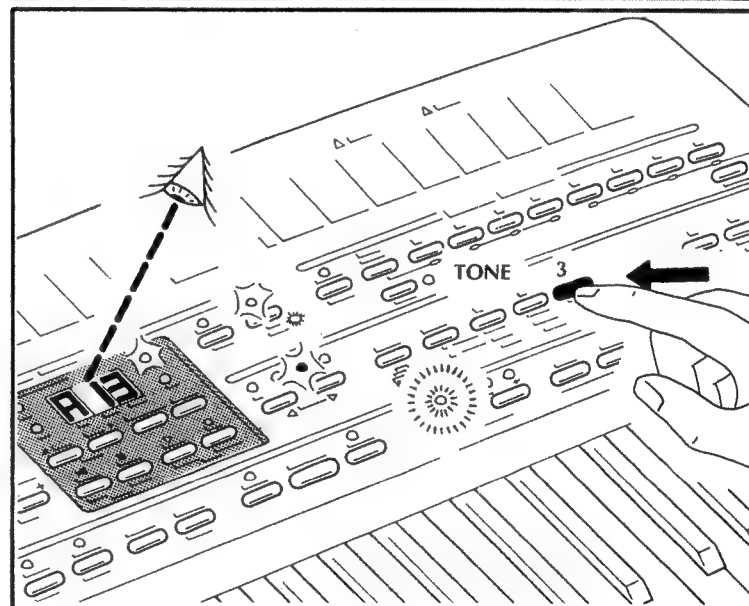
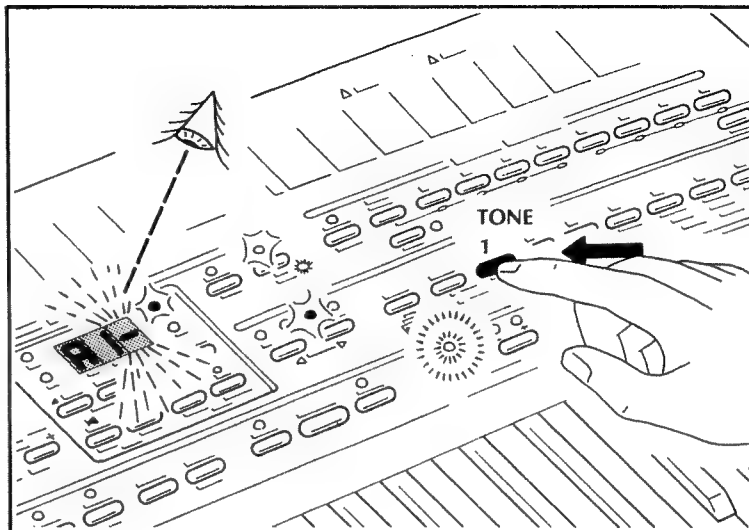
To select Variations of the Lower Tone, use the same procedure as described in UPPER TONE VARIATIONS (page 41).

When selecting some Tones, one of the available Variations for the selected tone will automatically be chosen. This is again indicated by a dot (.) beside the third digit in the display.

The chart on page 103 shows which tones (marked by an asterisk) will be recalled when selecting GROUP/BANK/NUMBER.

Bass Tone Selection

Press the SELECT buttons (- / +) [45] so the BASS LED lights, then follow the procedure described under UPPER TONE Selection.



Setting the Split Point

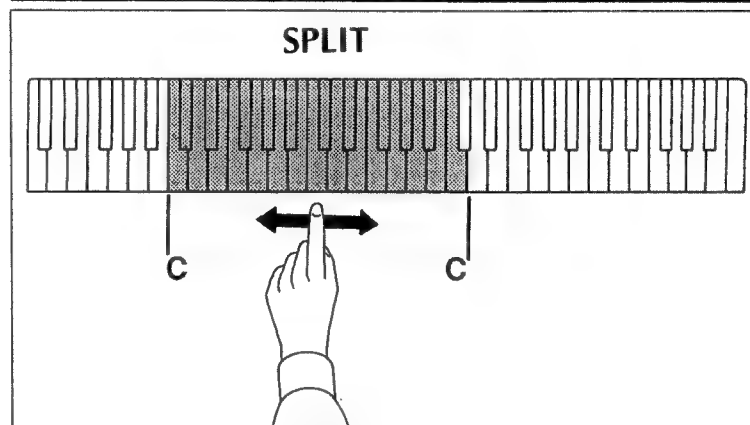
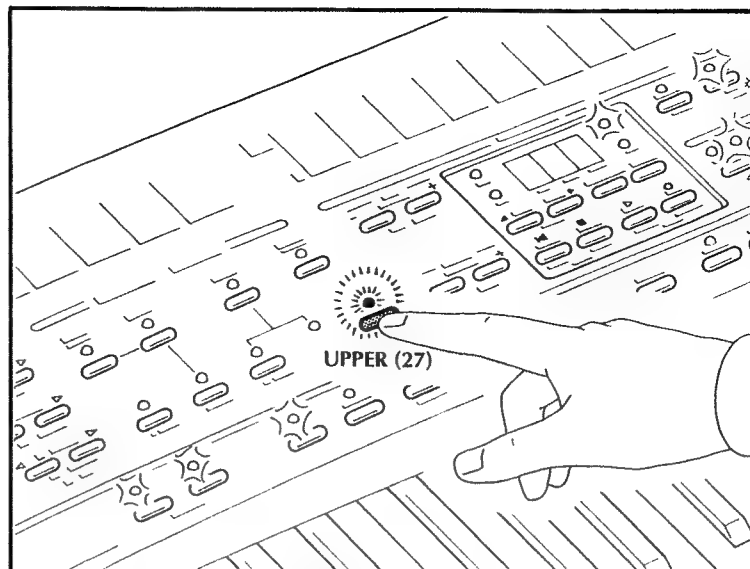
The Split Point that divides the keyboard into two sections (Upper and Lower) can be moved to accommodate your particular playing needs:

- Press and hold the UPPER button [27] so the LED begins to flash.
- While continuing to hold the UPPER button [27], press a note between C2 and C#4 on the keyboard (the shaded area in the fig.).

The key you press will define the new boundary between the two sections.

NOTE:

The new Split Point will be retained in memory even after you turn off the power.



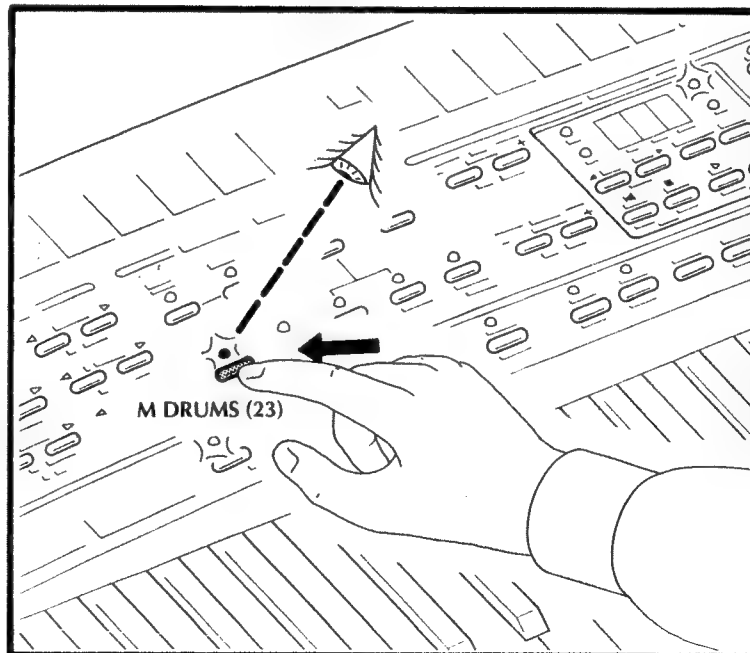
Selecting Drum Sets

To enter the Manual Drums mode:

Press the M DRUMS button [23] and the LED will light.

Now when you play the keyboard you'll notice that a different percussion sound has been assigned to every key.

("Drum set" is called each assignement of different drum sounds to the keyboard).



To select one of the seven remaining Drum Sets:

a) Press the SELECT <1> button [45] so that the DRUM LED lights.

The number "1" will appear in the display, confirming that the first Drum Set is selected.

To select the desired Drum Set (the Orchestral Set (#7) for example):

b) Press button '7' in the TONE select section.

The number "7" will appear in the display indicating that Set number seven has been selected.

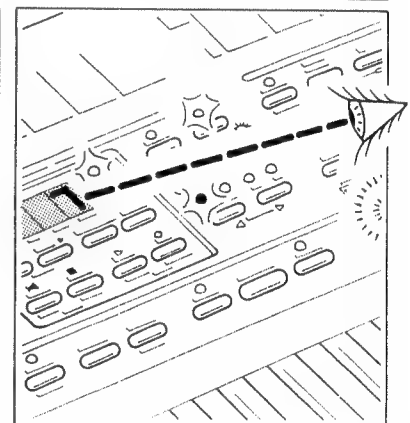
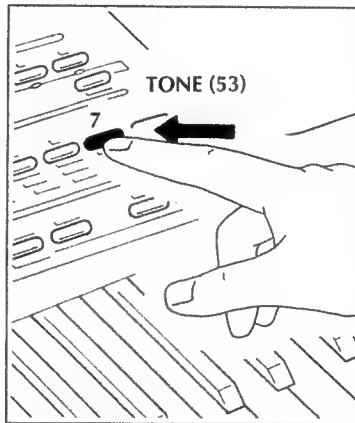
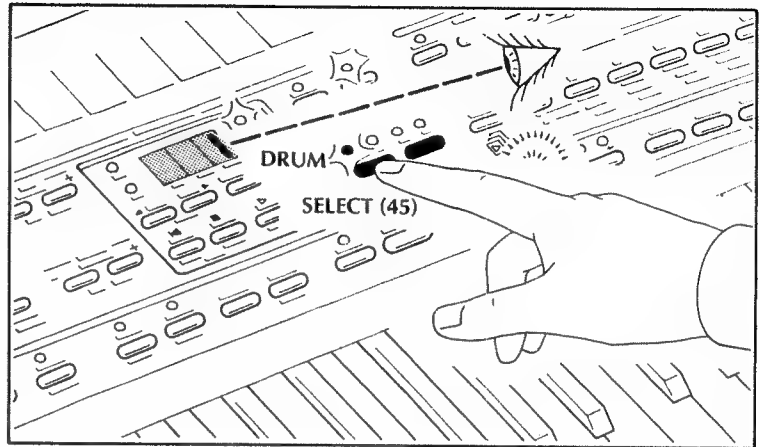
Orchestral percussion instruments will now be heard when you play the keyboard. The chart beside shows the eight Drums Sets available in the E-66. Use the procedure described on the previous page to select and play any one of these Sets.

Your E-66 also has a ninth Drum set but it is accesible only by external MIDI devices (Sequencers/Master keyboards). Please refer to the MIDI section beginning on page 79.

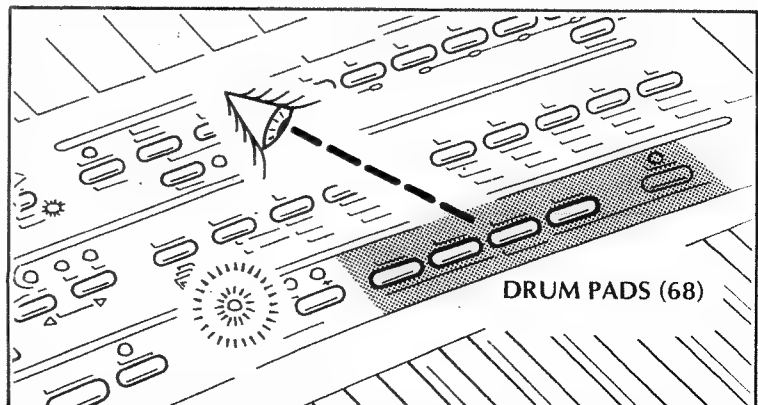
The chart on page 110 shows what percussion instrument is assigned to each key in each of the Drum Sets.

Drum Pads

The Drum instruments and Sound Effects can also be played from the 4 PADs [68] in the DRUM PADS section.



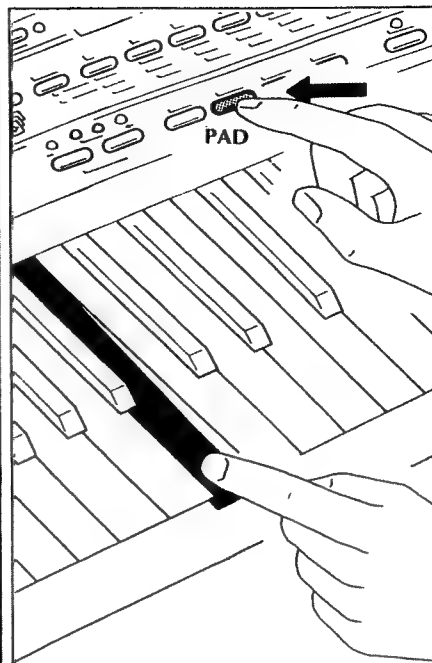
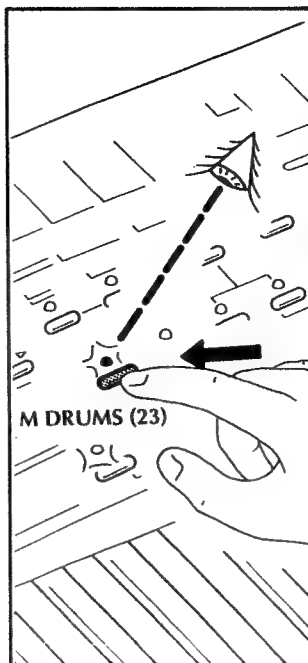
<div style="border: 2px solid black; padding: 10px; text-align: center;"> <h1>DRUM SETS</h1> </div>	Set N°	Set Name
	1	Standard Set
	2	Room Set
	3	Power Set
	4	Electronic Set
	5	TR-808 Set
	6	Brush Set
	7	Orchestra Set
	8	SFX Set



The effects printed above the PADS are the sounds preset at the Factory.

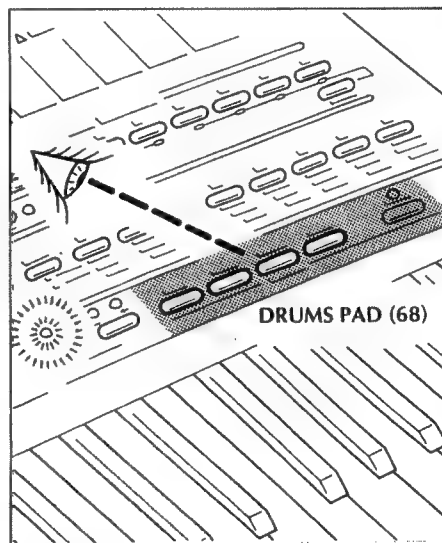
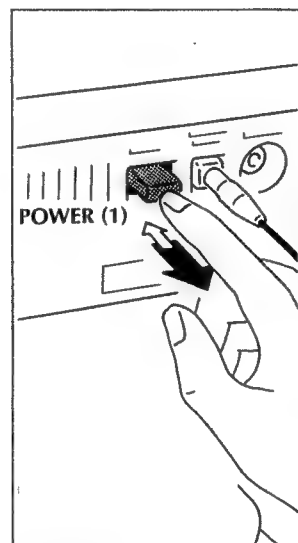
However, any of the sounds in the DRUM SETS (when in M.DRUMS keyboard mode), can be assigned to any of the 4 pads.

To assign a particular Drum Sound from the keyboard to the pads (when in M. DRUMS keyboard mode -LED [23] lit) press and hold the key which contains the desired sound effect (see the Drum Set sound chart on page 110).Then press the pad you wish to assign the effect to.



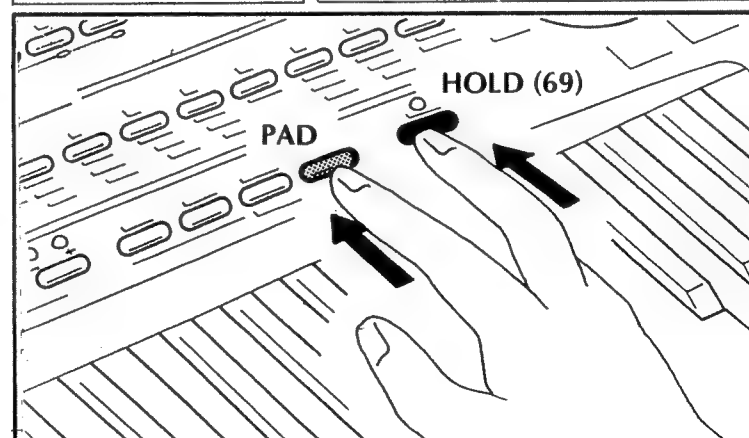
The sound you selected is now temporarily assigned to that particular pad.

Sounds Effects assignment to pads can be made repeatedly. (When the E- 66 is turned off and then on, the original preset sounds will be restored).



Unlike the keys, the pads are not velocity sensitive.

The Drum Sounds or Sounds Effects assigned to pads can be sustained, however, by pressing the HOLD button [69] in the DRUM PADS section [68/1-4] while pressing a pad.



How to select and play Music Styles

The E-66 contains 56 internal Music Styles. Four additional styles can be loaded from an external disk and are accessible using the USER STYLES [47] button and one of the first four NUMBER [49] buttons in the MUSIC STYLE section.

The Music Styles in memory can provide the automatic accompaniment for just about any kind of music you can imagine.

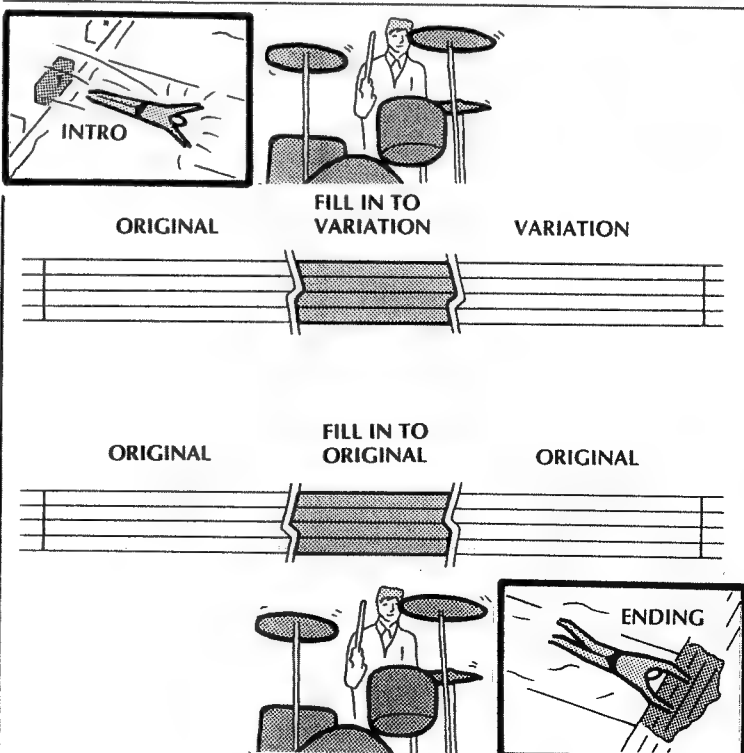
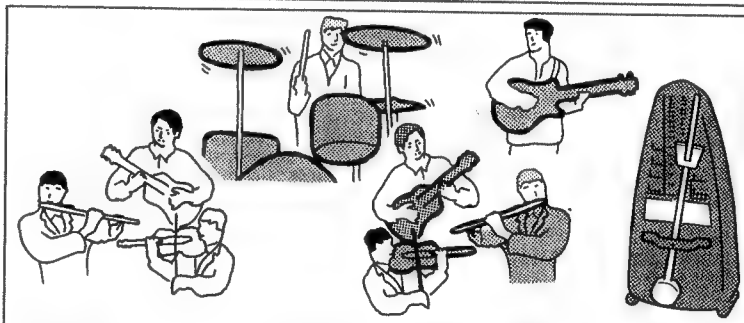
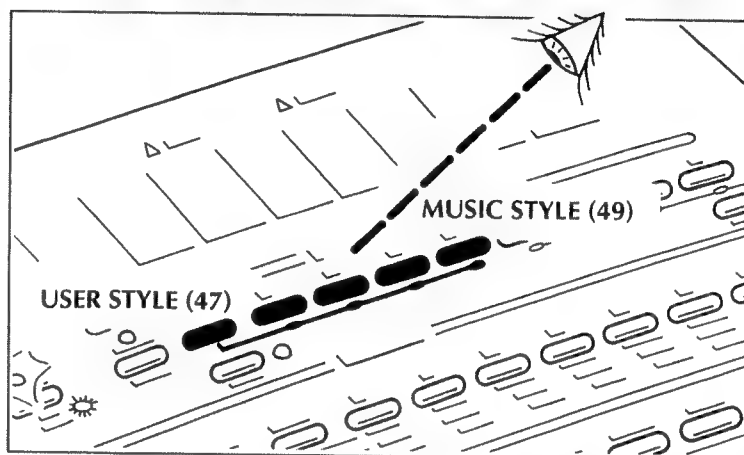
Each Music Style contains a drum part, bass line, two instrumental accompaniments, and preset tempo data.

Each Music Style contains the following sections (Division):

- An Introduction (Intro)
- An Original Style pattern
- A Fill-in 'To Variation' measure
- A Fill-in 'To Original' measure
- A Variation Style pattern
- An Ending

There is a Basic Type and an Advanced Type for each division.

MUSIC STYLE	11 ROCK 1	21 BERT 1	31 BOBBE 1	41 SL. SWNG 1	51 BOSSA 1	61 SPIN 1	71 SL. WALTZ
	12 ROCK 2	22 BERT 2	32 BOBBE 2	42 SL. SWNG 2	52 BOSSA 2	62 SPIN 2	72 SW. WALTZ
	13 RPP	23 BERT 3	33 ROCK 1	43 BLUES	53 LATIN	63 SALSA	73 WALTZ
	14 HOUSE	24 BERT 4	34 TRIST	44 SWNG	54 CHA CHA	64 NYERO 1	74 NYERO
	15 TECHNO	25 BERT 1	35 SL. ROCK 1	45 BRBND	55 RALPER	65 NYERO 2	75 FOXTROT
	16 DANCE	26 BERT 2	36 SL. ROCK 2	46 SHUFFLE	56 POP ROCK	66 CALYPSO	76 POLKA
	17 FUNK 1	27 BERT 3	37 BALLAD 1	47 DISE	57 MELODIE	67 REDNE	77 BRIGOLE
	18 FUNK 2	28 BERT 4	38 BALLAD 2	48 CH-REST	58 TRNSO	68 FUSON	78 COUNTRY



The Music Style 'BOSSA 1' (51) will be selected each time the E-66 is turned on.

To select a different Music Style:

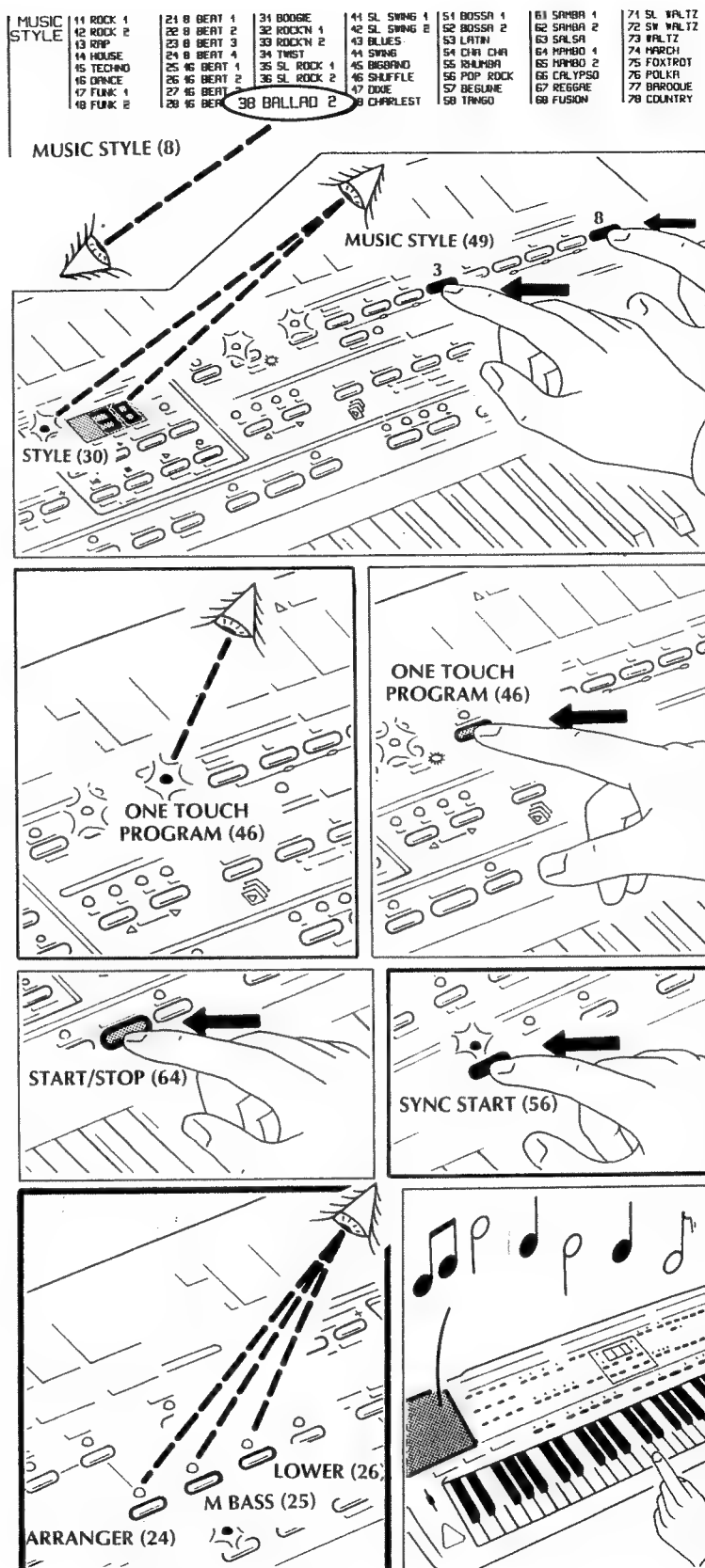
a) Choose a Music Style from the Music Style Chart [8] printed on the E-66's front panel. (For example, find '38 Ballad 2').

b) In the MUSIC STYLE select section [49], press the number '3' button and then the number '8' button. The number "38" will appear in the display and the STYLE LED [30] will light. The Music Style 'Ballad 2' has now been selected.

The correct UPPER tone is automatically selected, according to the current Style, as the 'ONE TOUCH PROGRAM' function is in effect when you turn the instrument on (LED [46] is lit). To disable this function, press ONE TOUCH PROGRAM button [46] once more (LED off).

There are three ways in which you can start this Style playing:

- 1) Press the START/STOP button [64] and the Music Style will start to play.
- 2) Press and hold the SYNC START button [56] until the LED lights.
- a) If the ARRANGER, LOWER and M BASS LEDs are dark (off), simply press *any* key to start the Music Style.



b) If the ARRANGER, LOWER or M BASS LED is lit, simply press any note in the Arranger, Lower or M Bass section of the keyboard (whichever is selected).

3) Press the INTRO [53] or the ENDING button [65]

When the INTRO [53] button is pressed, the LED will remain lit while the Style Intro plays. When the intro is complete, the LED will turn off.

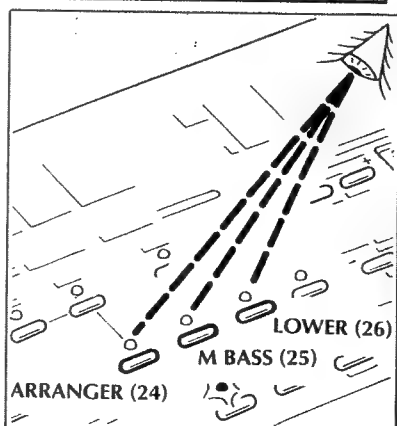
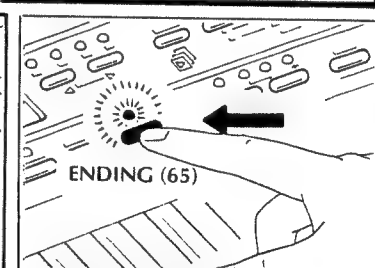
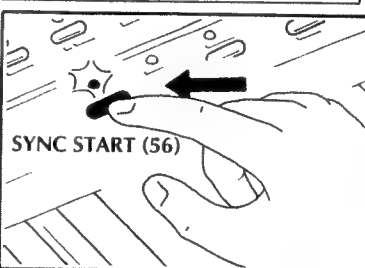
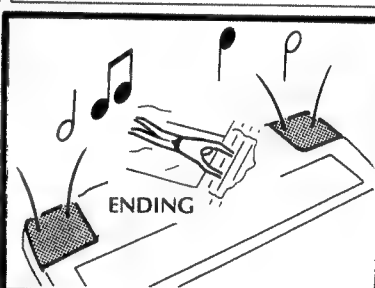
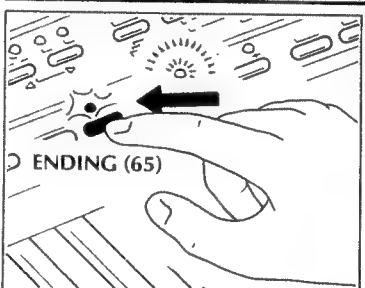
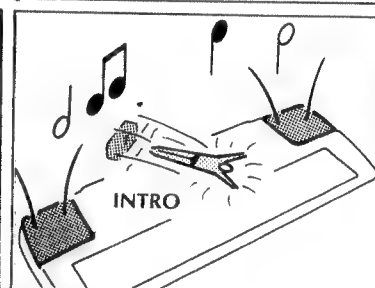
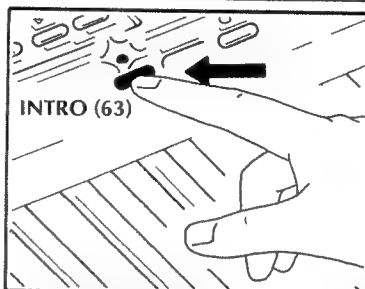
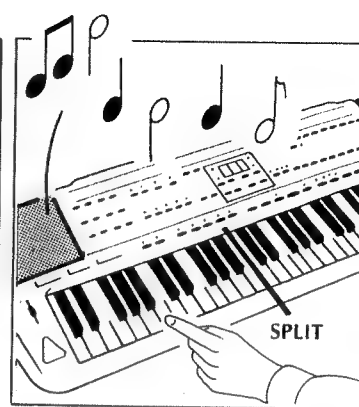
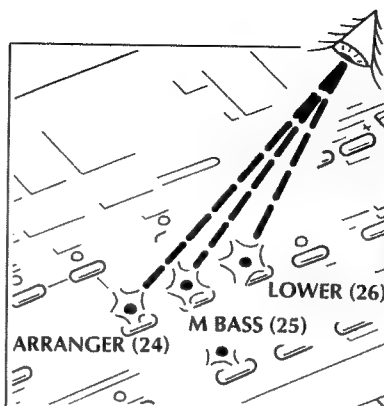
- When the ENDING button [65] is pressed, the LED will remain lit while the Style Ending plays. When the ending is complete, the style will stop and the LED will turn off.

The Intro/Ending can also be started in conjunction with the Sync Start function:

a) Press the SYNC START button [56] so the LED lights.

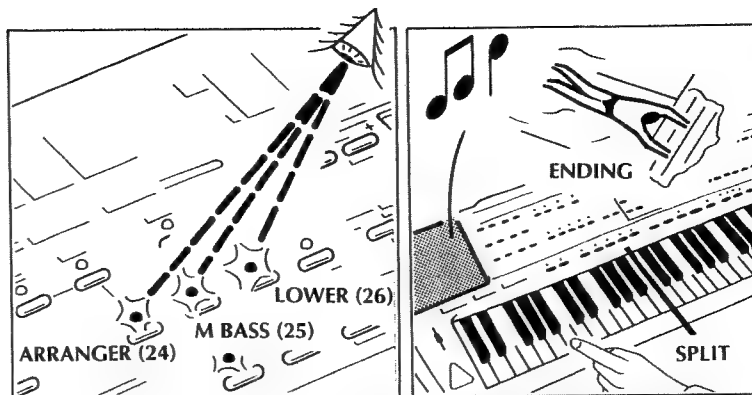
b) Press the INTRO [63] or ENDING [65] button; the button LED will begin to flash.

c) If the ARRANGER, LOWER and M BASS LEDs are dark (off), simply press any key on the keyboard; the Music Style will begin playing with its Intro or Ending.



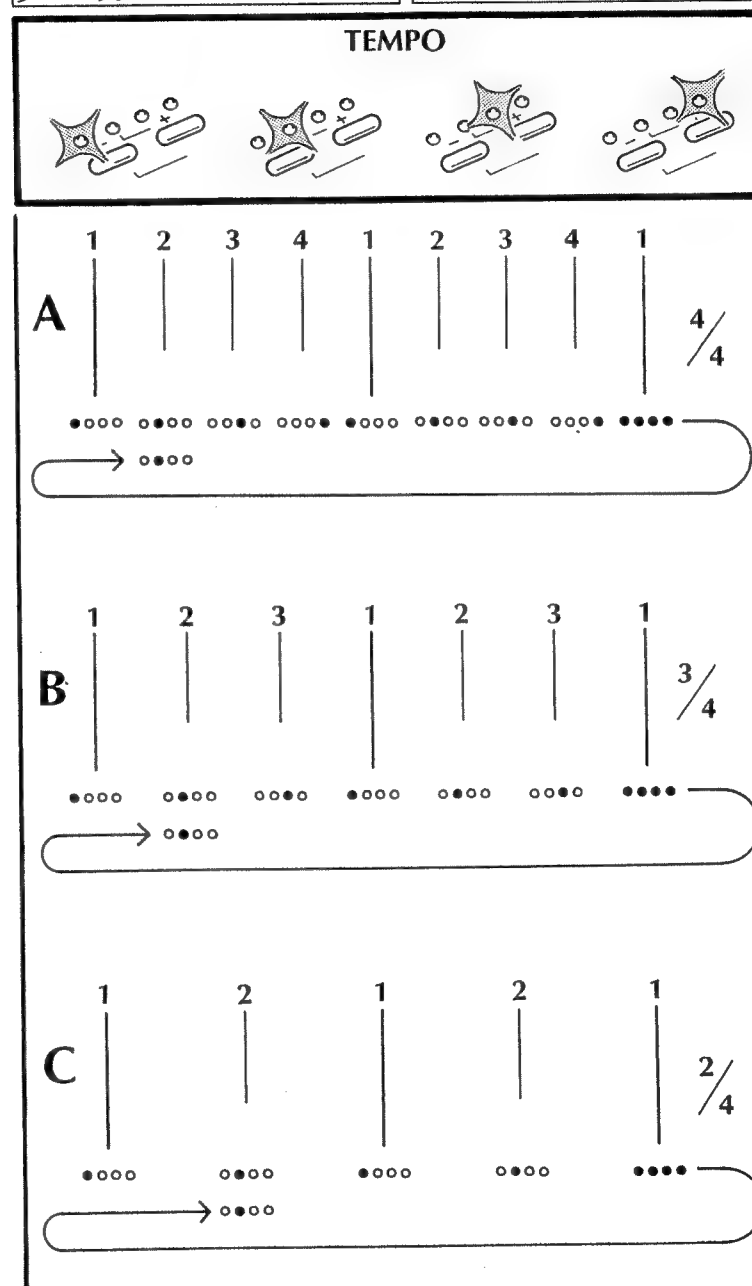
d) If the ARRANGER, LOWER or M BASS LED is lit simply press any note in the Arranger, Lower or M Bass section of the keyboard (whichever is selected).

The Music Style will begin playing with its Intro or Ending.



While the Music Style is playing, the four TEMPO LEDs [66] will flash:

- 1st LED: Indicates the first beat (the 'downbeat') of the measure
- 2nd LED: Indicates the second beat of the measure
- 3rd LED: Indicates the third beat of the measure (if there is one)
- 4th LED: Indicates the fourth beat of the measure (if there is one).



The flashing pattern of the LEDs also indicates the time signature of the Music Style:

- The LEDs will flash in the pattern shown in fig 4/4 to indicate a Music Style in 4/4 time.
- The LEDs will flash in the pattern shown in fig 3/4 to indicate a Music Style in 3/4 time.
- The LEDs will flash in the pattern shown in fig 2/4 to indicate a Music Style in 2/4 time.

When all LEDs light simultaneously it indicates the beginning of the Music Style pattern (which may be one, two, three or four measures long).

Style Disks

Although the E-66 contains 56 great Music Styles in its internal memory, additional Styles are available with the use of Music Style Disks. (Music Style Disks (MSDs) are available from your Roland retailer.)

Using Styles from a Music Style Disk

Your E-66 comes with a Music Style Disk (MSD-101) containing 66 additional new styles (see list on page 105). (Up to 4 Music Styles from disk can be loaded into the E-66 User Style memory).

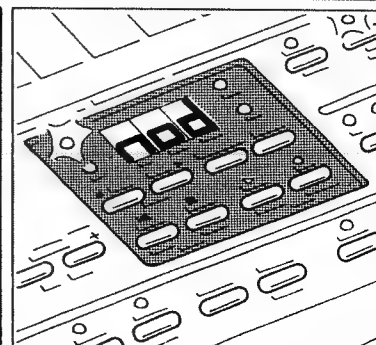
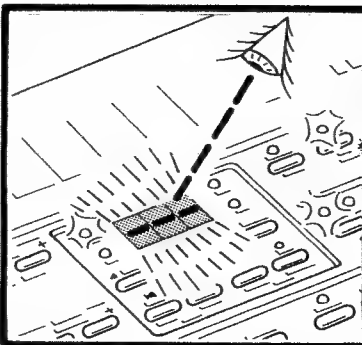
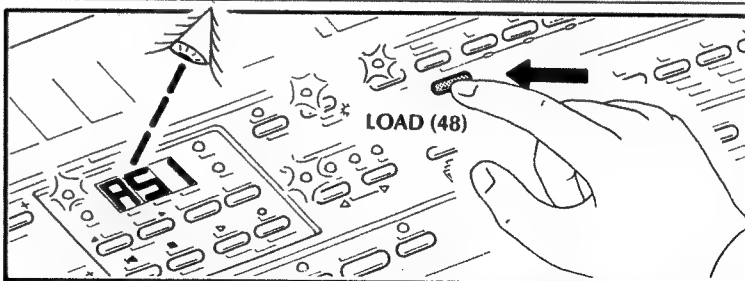
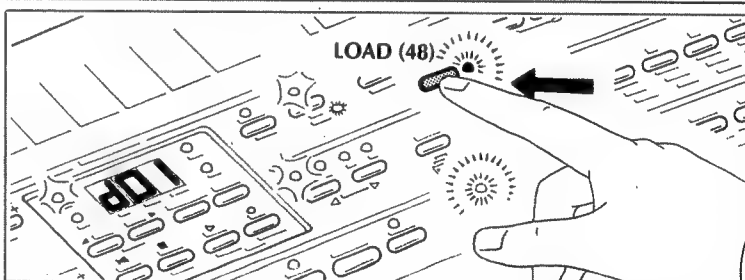
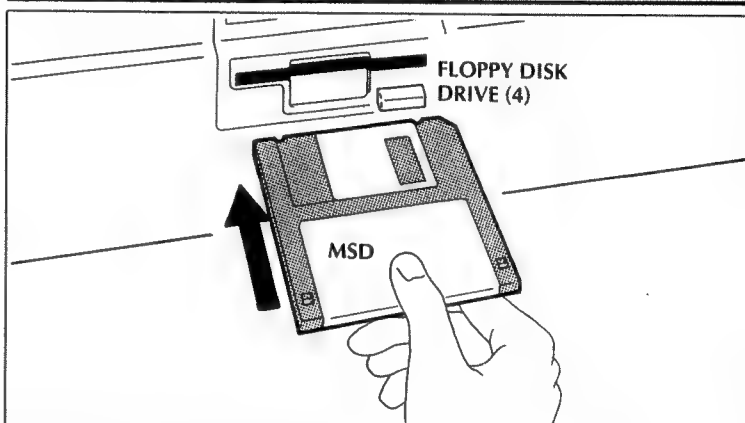
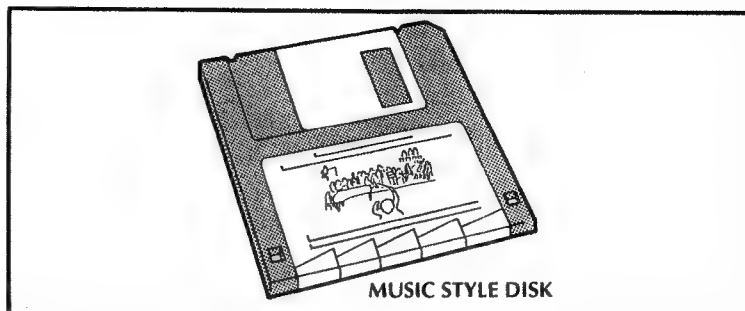
a) Insert the Music Style Disk into the disk drive [4] on the rear panel. (Gently but firmly insert the disk into the driver-label side up-until it clicks into place.)

b) Press the LOAD button [48] in the MUSIC STYLE section. The LED starts flashing and the display will show the letter "d" (disk) and a progressive number beside it, indicating the number of the first Style on the disk.

If you wish to exit the loading operation, press now the LOAD button [48] again. The display will return to indicate the current Style or Tone.

If no MUSIC STYLES are on the disk, three flashing lines will appear in the display.

If no disk has been inserted, the display will show "nod" (No Disk) and in a few seconds the current Style or Tone will be shown again.



c) Select the number of the Style to be loaded by pressing the PREV [35] or NEXT [36] buttons in the DISK RECORDER section.

d) Press the button corresponding to the location of the USER STYLE [49](1-4) into which you wish to load the Style selected from the disk: now the loading procedure will begin.

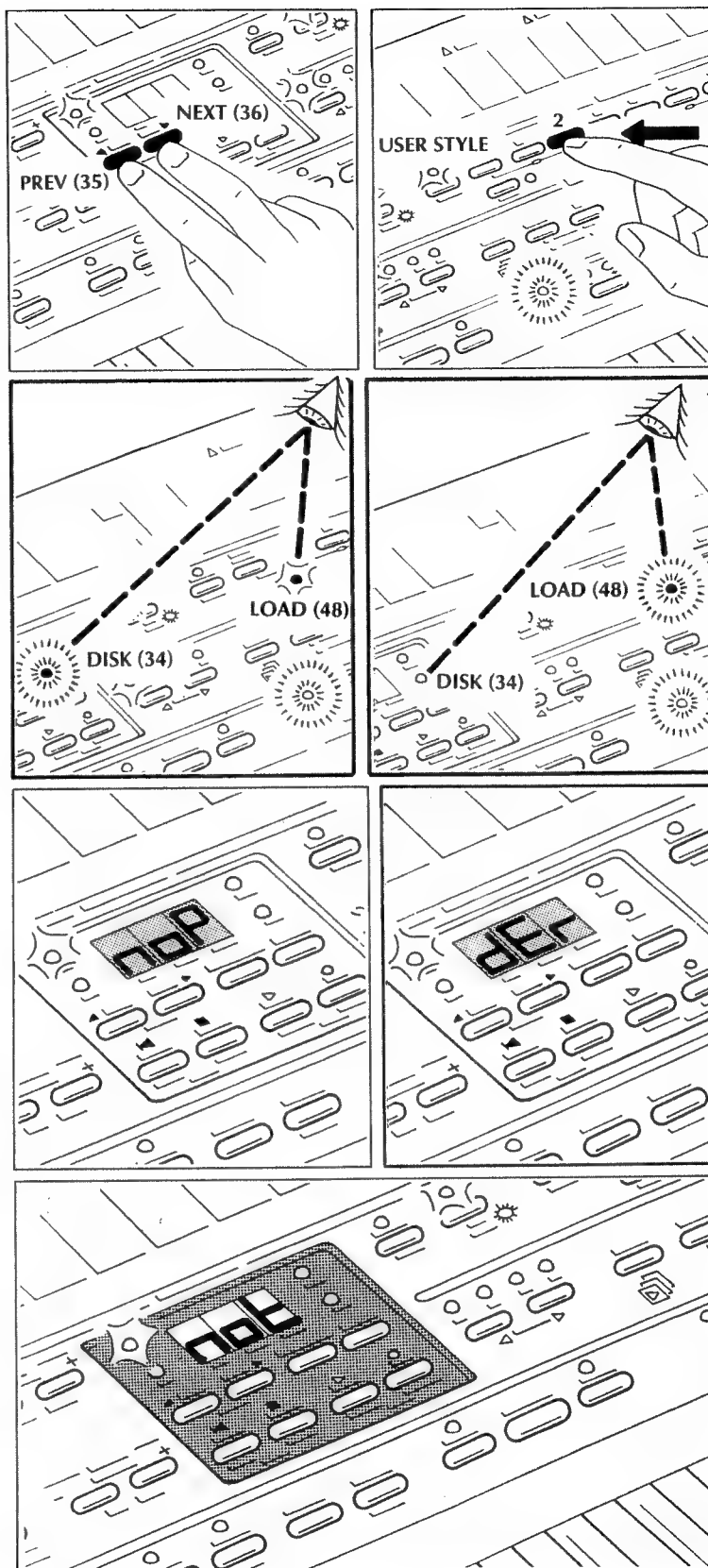
During loading, the DISK LED [34] is flashing and LOAD LED [48] will light steadily. When loading operation is complete, the DISK LED [34] will go out and the LOAD LED [48] will begin flashing again. During loading, all the Styles can be selected except for the User Style currently being loaded.

If you try loading a style from disk and select as the destination the User Style currently being played, the message "noP" (NO LOAD) will appear in the display, indicating that the operation is not possible.

Likewise, when loading a USER STYLE it is not possible to select it during loading.

When an error is made during the loading operation the display will read "dEr".

If you try selecting a User Style from a disk before loading it into memory, the message "Not" will appear in the display.



If there is not enough memory for loading the requested style, the display will read "MFL" MEMORY FULL.

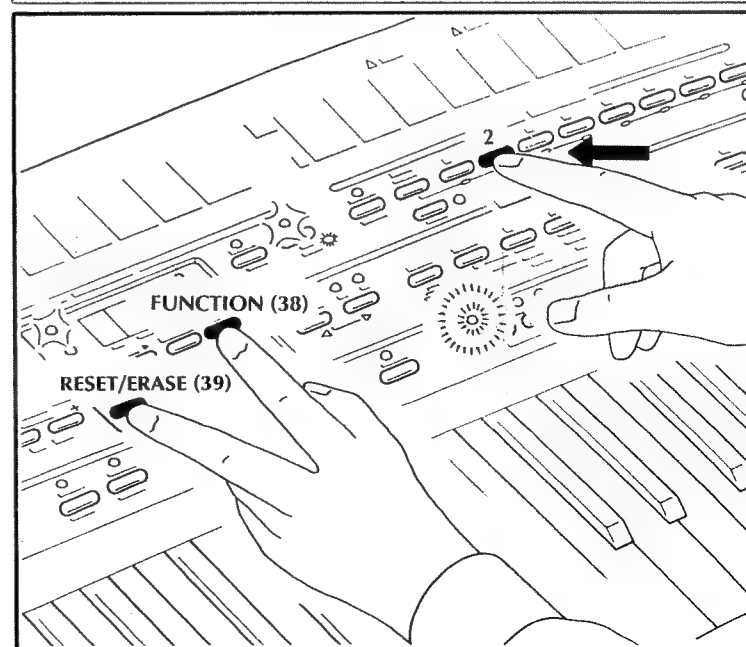
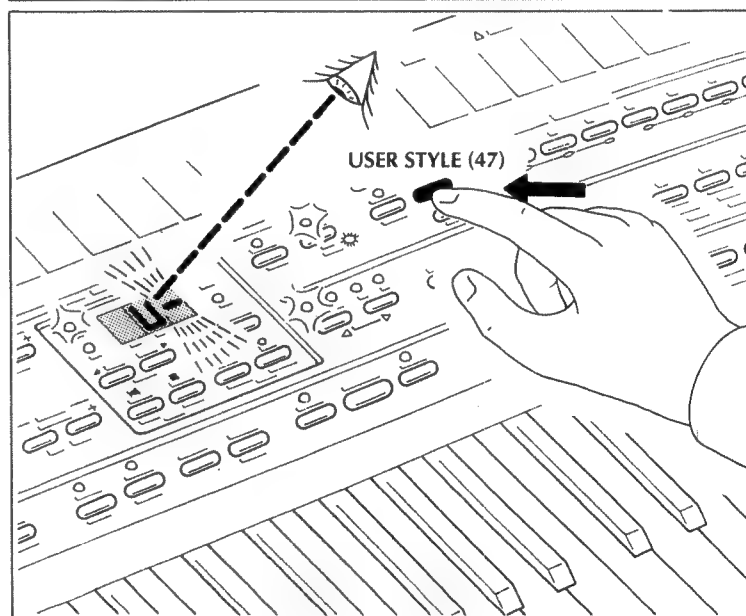
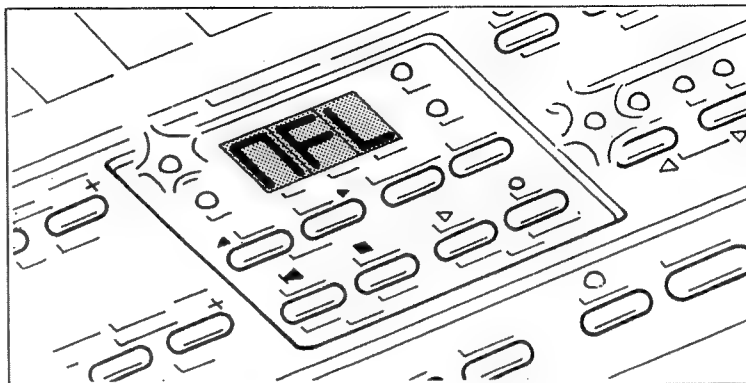
Prior to loading other USER STYLES, erase the unnecessary ones using the following procedure.

Erasing Styles from Internal Memory

- 1) Press the USER STYLE button [47] in MUSIC STYLE section: the display reads "U" (user).
- 2) Press and hold the NUMBER button [49] (1-4) of the USER STYLE to be erased and simultaneously press and hold the FUNCTION button [38] in the DISK RECORDER section.
- 3) Press the RESET/ERASE button [39]; the selected Style is erased.

NOTE:

USER STYLES created by devices with greater memory capacity than the E-66 could result in Styles too large for the E-66's internal memory. However, you will have no problems when loading the Styles from the supplied MSD -101 disk or from optional Music Styles disks (Roland MSD series).



Setting the Music Style Tempo

When the Music Style is stopped (not playing), the first TEMPO LED (red) [66] flashes at the current tempo setting.

a) To change the playback tempo, press either TEMPO button [67].

Every time you press a TEMPO button, the new tempo value (in beats per minute) is briefly displayed.

A Music Style's tempo can also be set using the Tap Tempo function:

b) While the Music Style is stopped, tap the desired tempo on the TAP TEMPO button [62]. (If one measure of the Music Style contains four beats, then tap the button at least four times. If the selected Style contains two beats, tap the button at least two times.)

The new tempo (in beats per minute) will be displayed for a few seconds. You can then start the Music Style again using one of the three methods previously described (see STARTING THE STYLE).

Note that the Tap Tempo function cannot be used while the Style is playing.

To instantly reselect the Music Style's standard (preset) tempo, simply press both TEMPO buttons [67] simultaneously.



Intro & Ending

When the Music Style is stopped and the INTRO button [63] is pressed (so the LED lights), the Style will begin playing with its Intro phrase. (The length of the Intro varies from Style to Style.)

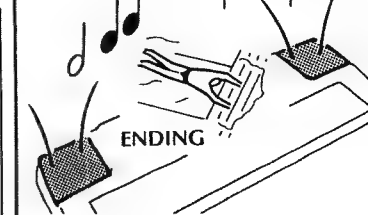
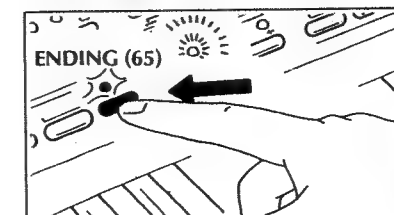
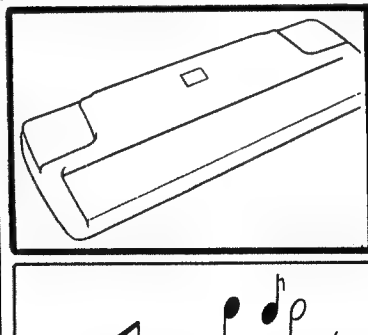
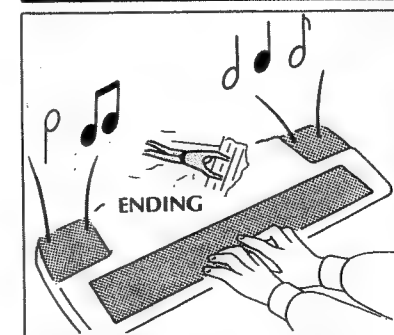
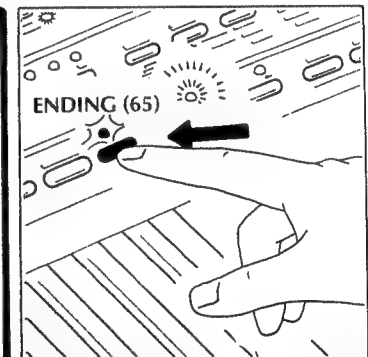
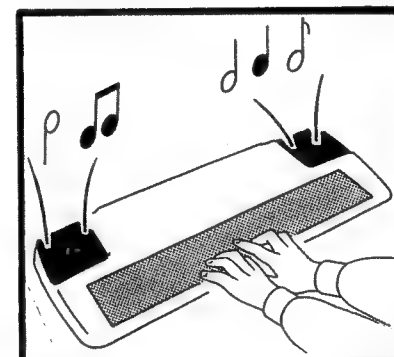
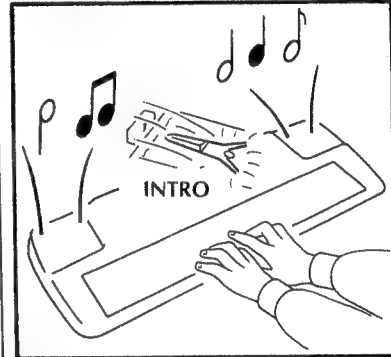
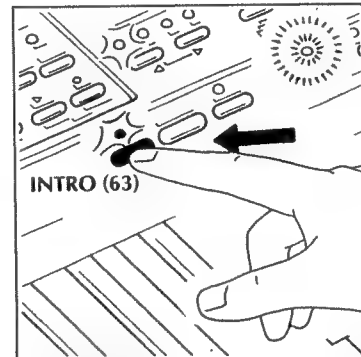
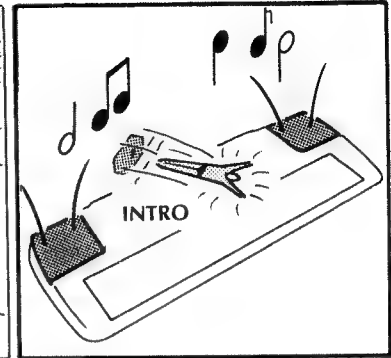
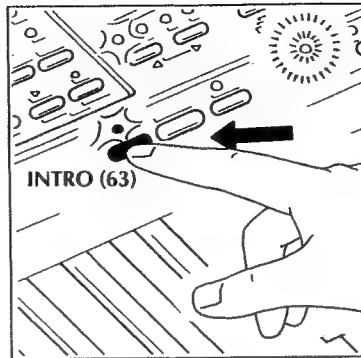
While the Intro is playing, the INTRO LED will be lit. When the Intro is finished (and the regular part of the Style is playing), the button LED will go out.

If the INTRO button [63] is pressed while the Style is playing, the Intro phrase will start playing. When it is finished, the current Style will resume playing.

If the ENDING button [65] is pressed (so the LED lights) while the Style is playing, the Ending phrase will start playing (the length of the Ending varies from Style to Style). When the Ending is finished the Style will stop.

If the ENDING button [65] is pressed while the Style is stopped, the Ending phrase will start playing. When it is finished, the Style will stop.

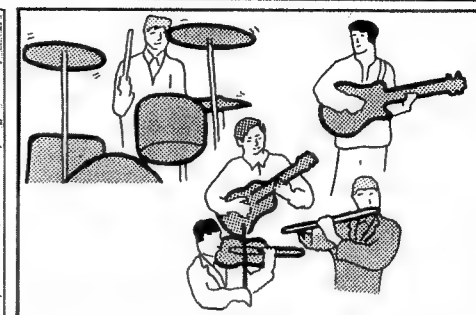
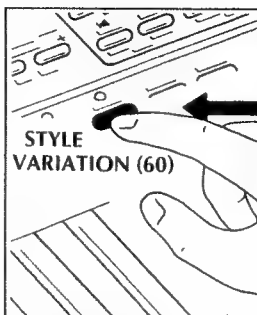
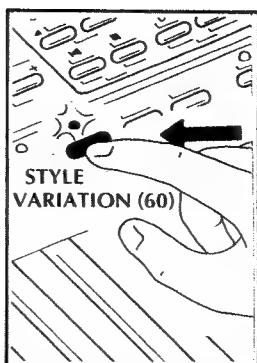
This function is useful when you wish to create musical breaks.



Music Style Variation

Pressing the STYLE VARIATION button [60] (so the LED lights) will cause the Music Style to switch to its Variation pattern (a variation of the Original pattern).

To return to the Original pattern, press the STYLE VARIATION button again [60] (so the LED goes out).



Fill-In Measures

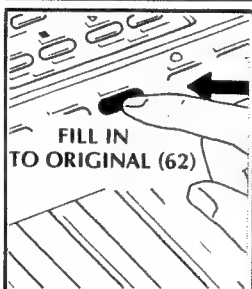
A fill-in is a kind of 'break' in a Music Style pattern.

Fill-ins are often used at the end of musical phrases and as a transition from one section of a song to another.

To add a fill-in to the Music Style that is playing, press the FILL IN: TO ORIGINAL button [62].

This will result in a one measure fill-in pattern being played. After that, the Original pattern will continue.

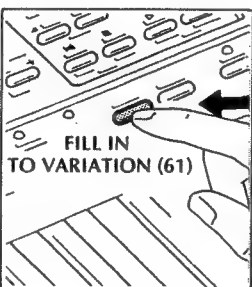
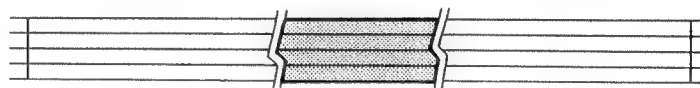
If you press the FILL IN: TO VARIATION button [61], a fill-in pattern will be played, and then the Music Style will automatically change to its Variation pattern.



ORIGINAL

FILL IN TO ORIGINAL

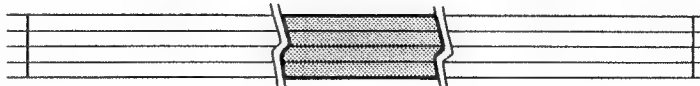
ORIGINAL



ORIGINAL

FILL IN TO VARIATION

VARIATION



Arranger Control

The Arranger is that part of the E-66 that actually plays the Music Style data. This section describes how to control the Arranger's functions.

If the Arranger mode is selected (the ARRANGER LED lit), each note or chord you play in the Arranger section of the keyboard will be used to control the performance of the selected Music Style. (With this setting, the Arranger section will only produce sound when the Style is playing.)

Hold: Arranger Section

This function holds any note(s) you play in the Arranger section of the keyboard until you play the next one(s). To activate this function, press the HOLD button [20] in the KEYBOARD MODE section.

Hold: Lower and M.Bass Sections

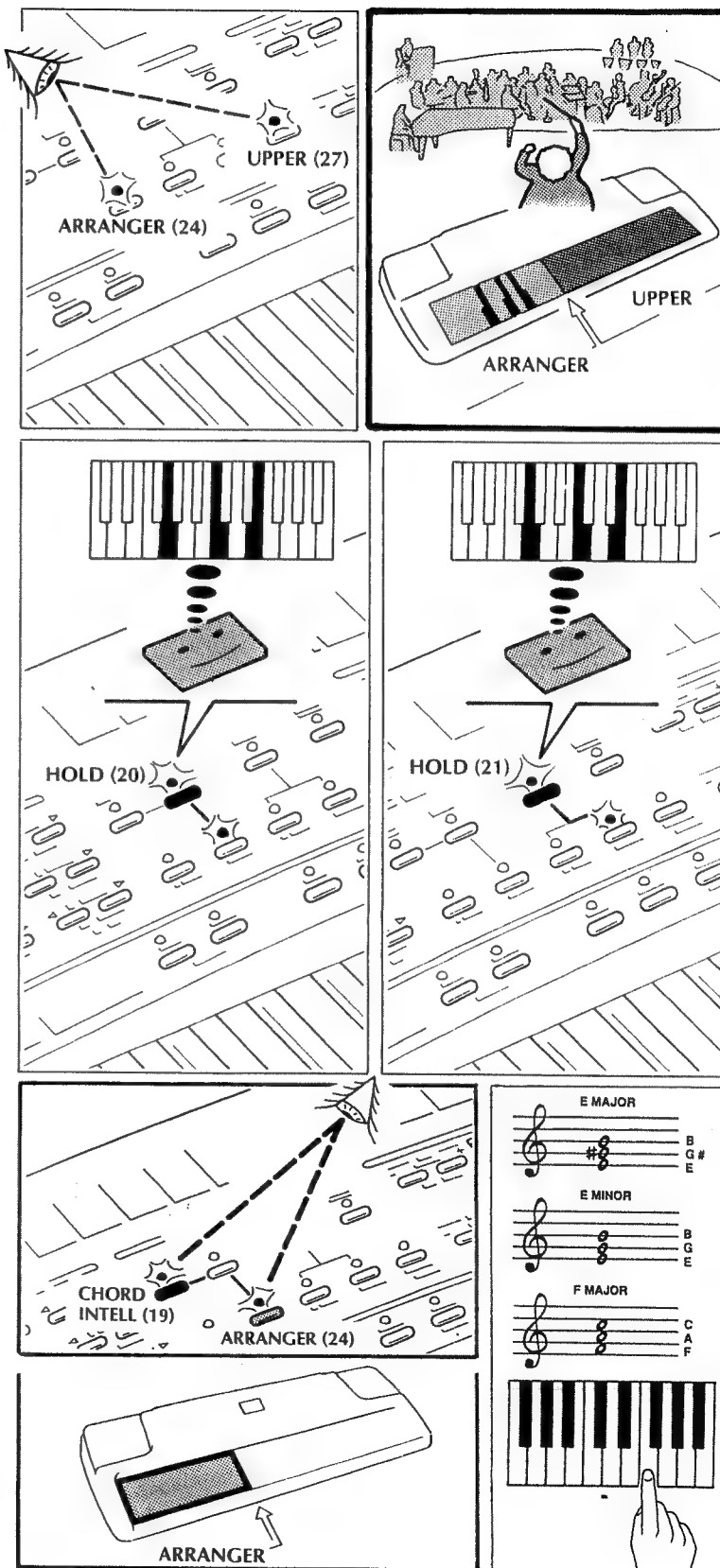
This function holds (sustains) notes or chords played in the M BASS or LOWER sections of the keyboard. Press the HOLD button [21] in the KEYBOARD MODE section to activate this function.

Chord Intelligence

The Chord Intelligence function produces full chords from one or two notes that you play in the Arranger section of the keyboard! Be sure the ARRANGER LED [24] is lit before pressing the CHORD INTELL button [19].

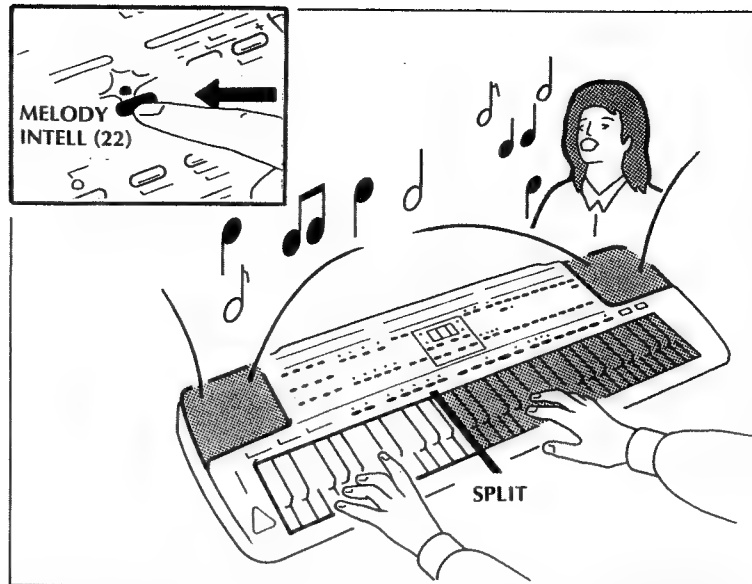
Note that the Chord Intelligence function can only be enabled for the Arranger section.

Refer to the 'intelligent chord' examples on page 106.



Melody Intelligence

Melody Intelligence is a function which automatically creates a harmony part for the single-note melodies you play. To activate this function, press the MELODY INTELLIGENCE button [22] so the LED lights. The harmony part that results is actually based upon the chords you play in the Arranger section of the keyboard.



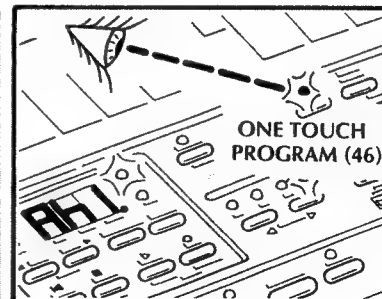
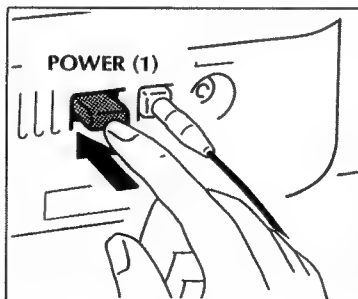
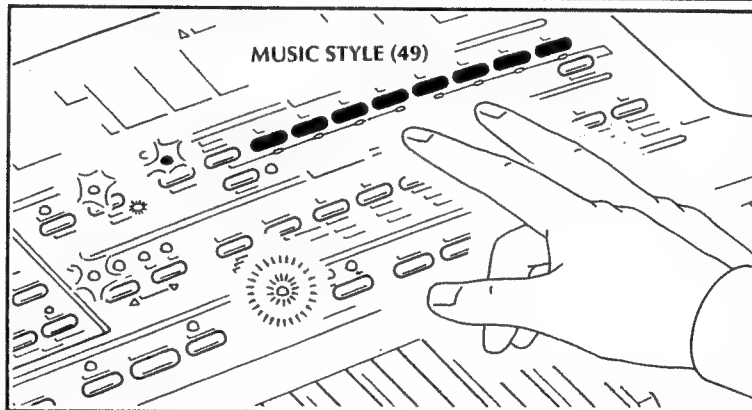
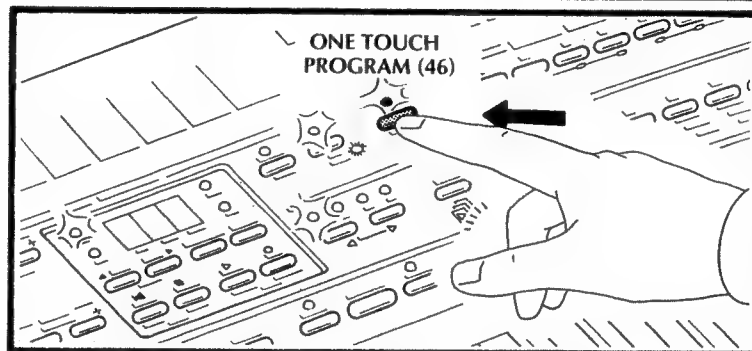
One Touch Programming

The ONE TOUCH PROGRAMMING function is active when you turn on the instrument.

a) Press the ONE TOUCH PROGRAM button [46] so the LED lights.

b) Select the desired Music Style with the buttons in the MUSIC STYLE section [49]. The E-66 will automatically make the best settings for your performance; settings that you would otherwise have to make manually. The E-66 will automatically select:

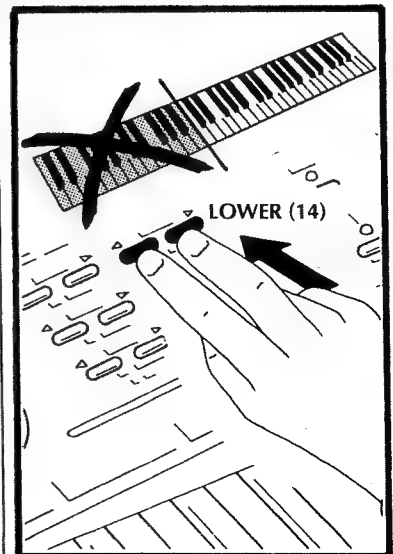
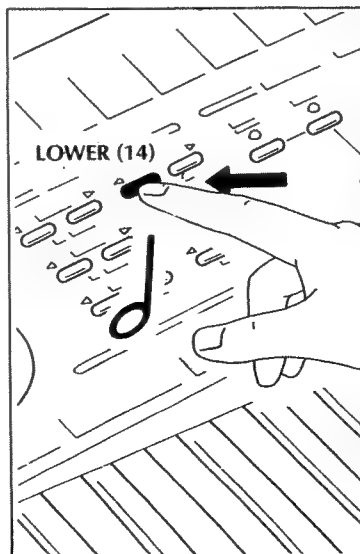
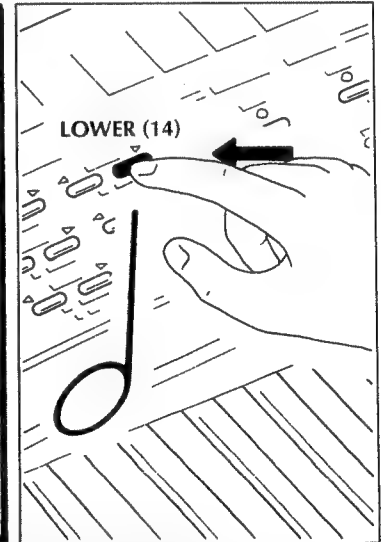
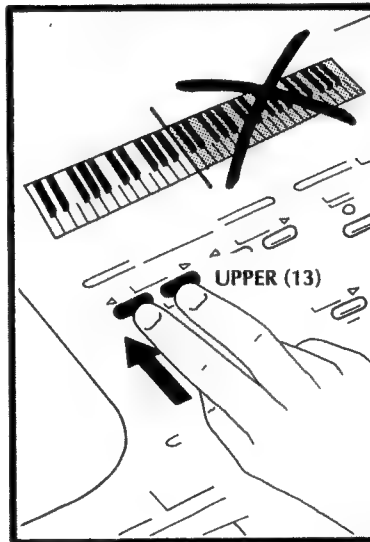
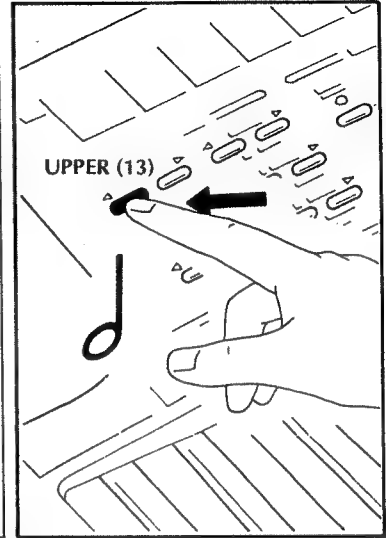
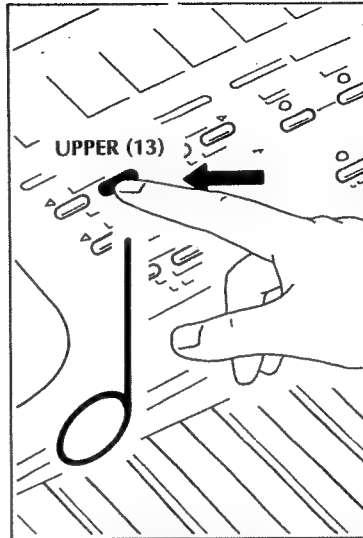
- 1) The best Upper Tone (for the solo part),
- 2) The Arranger and Upper modes,
- 3) The Arranger Hold function,
- 4) The Sync Start function, if required,
- 5) Digital (Chorus) effect.



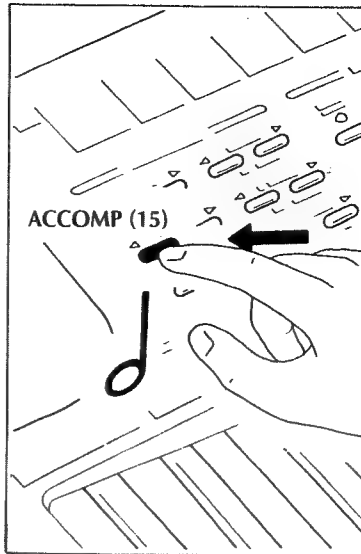
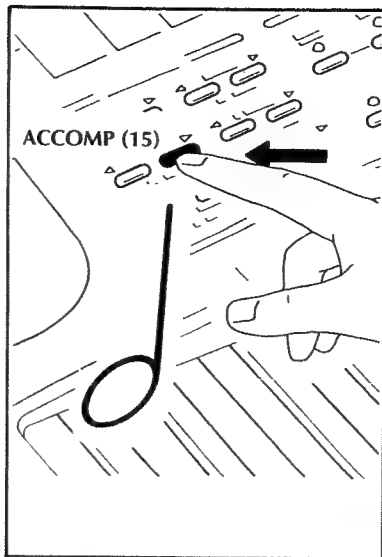
Volume Balance

a) To adjust the volume of the Upper Tone, use the pair of buttons marked UPPER [13] in the BALANCE section; the ▷ button raises the volume, and the ◁ button lowers it. To turn the Upper Tone off, press both buttons simultaneously. Every time an UPPER button is pressed, the display will indicate the volume level (Off/1-127) for a few seconds.

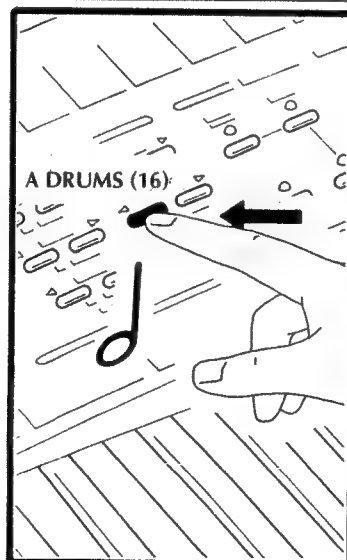
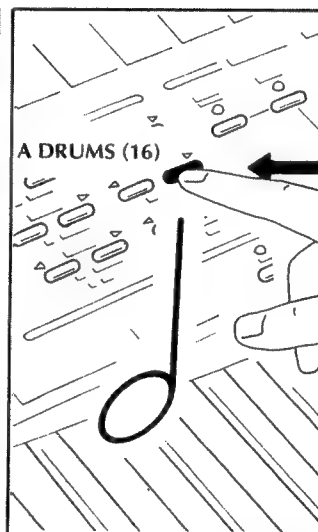
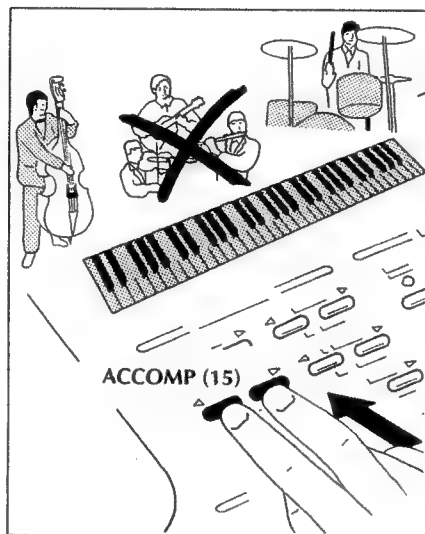
b) To adjust the volume of the Lower Tone, use the pair of buttons marked LOWER [14] in the BALANCE section. To turn the Lower Tone off, press both buttons simultaneously. Every time a LOWER button is pressed, the display will indicate the volume level (Off/1-127) for a few seconds.



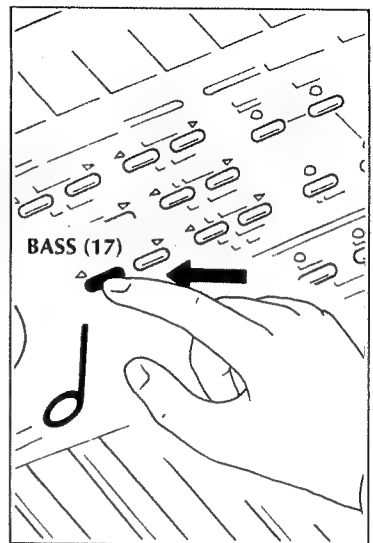
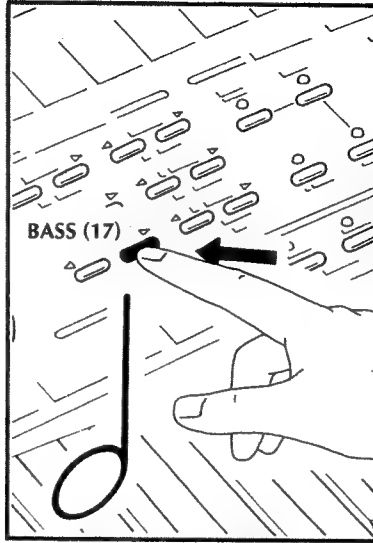
c) To adjust the volume of the Accompaniment, use the pair of buttons marked ACCOMP [15] in the BALANCE section. To turn the Accompaniment off, press both ACCOMP buttons [15] simultaneously. Every time an ACCOMP button is pressed, the display will indicate the volume level (Off/ 1-127) for a few seconds.



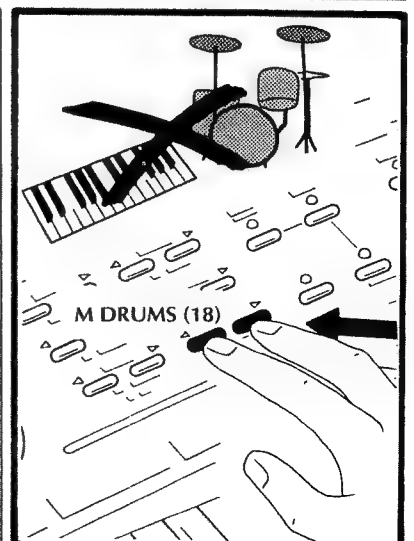
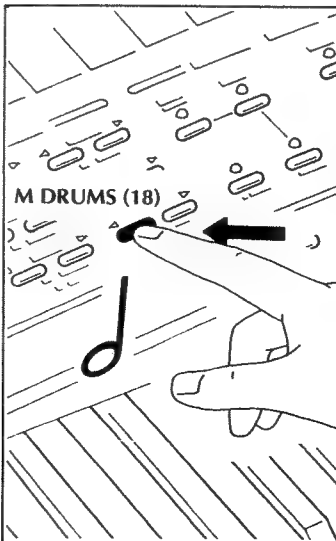
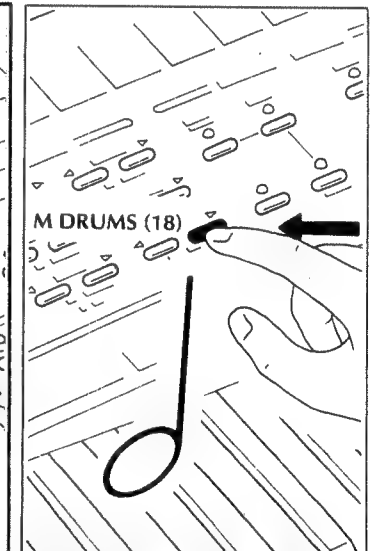
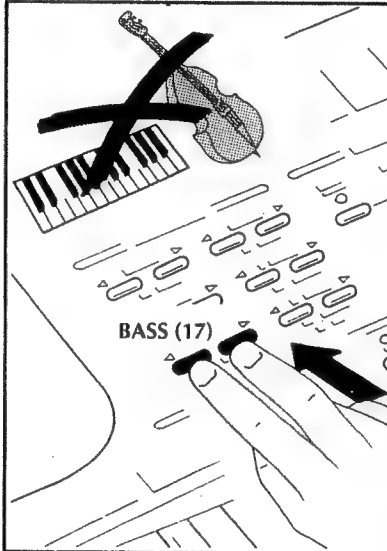
d) To adjust the volume of the Accompaniment Drums, use the pair of buttons marked A.DRUMS [16] in the BALANCE section. To turn off the accompaniment drums, press both buttons simultaneously. Every time an A.DRUMS button is pressed, the display will indicate the volume level (Off/ 1-127) for a few seconds.



e) To adjust the volume of the Bass (A.Bass and M. Bass), use the pair of buttons marked BASS [17] in the BALANCE section. To turn off the bass, press both BASS buttons [17] simultaneously. Every time a BASS button is pressed, the display will indicate the volume level (Off/ 1-127) for a few seconds.



f) To adjust the volume of the Manual Drums, use the pair of buttons marked M DRUMS [18] in the BALANCE section. To turn off the M.DRUMS section, press both buttons simultaneously. DRUMS button is pressed, the display will indicate the volume level (Off/1-100) for a few seconds.



Transpose Function

The Transpose function allows you to change (transpose) the pitch of the E-66 so that you can play in any key using the fingering of the C major scale! To transpose the pitch:

Press the TRANSPOSE '+' button [29]; this will raise the pitch by one semitone. The display will briefly indicate the transposition in semitone steps.

Press the TRANSPOSE '-' button [29]; this will lower the pitch by one semitone. The display will briefly indicate the transposition in semitone steps.

The pitch of your E-66 can be transposed by ± 12 semitones.

The Transpose function can work in different ways depending on the selected MIDI TRANSPOSE MODE parameter (TrP):

Internal (Int):

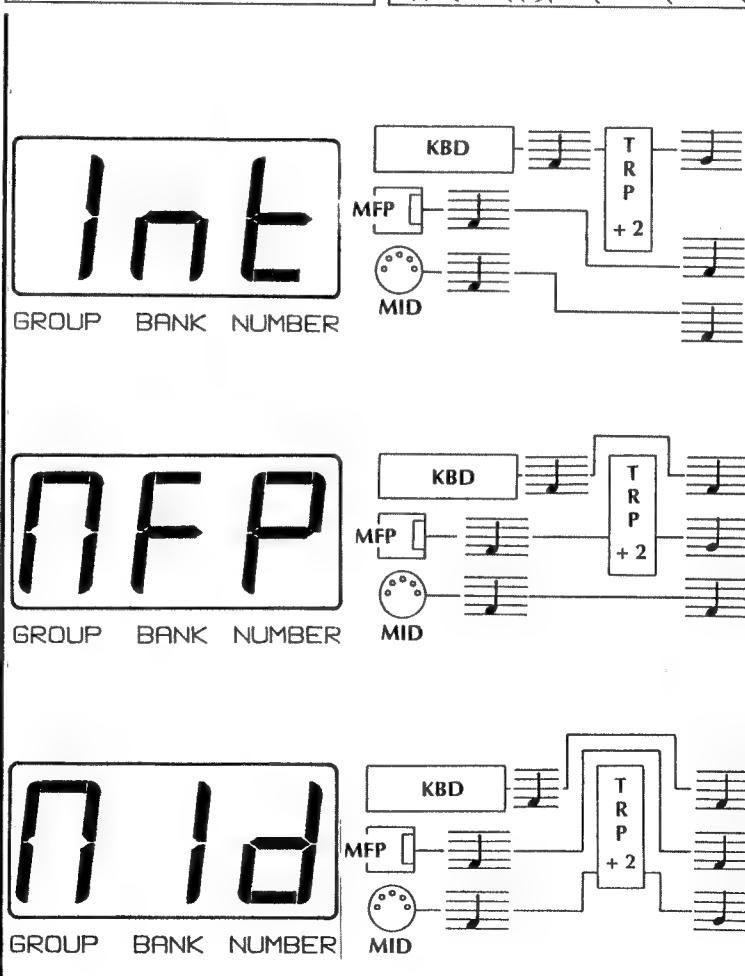
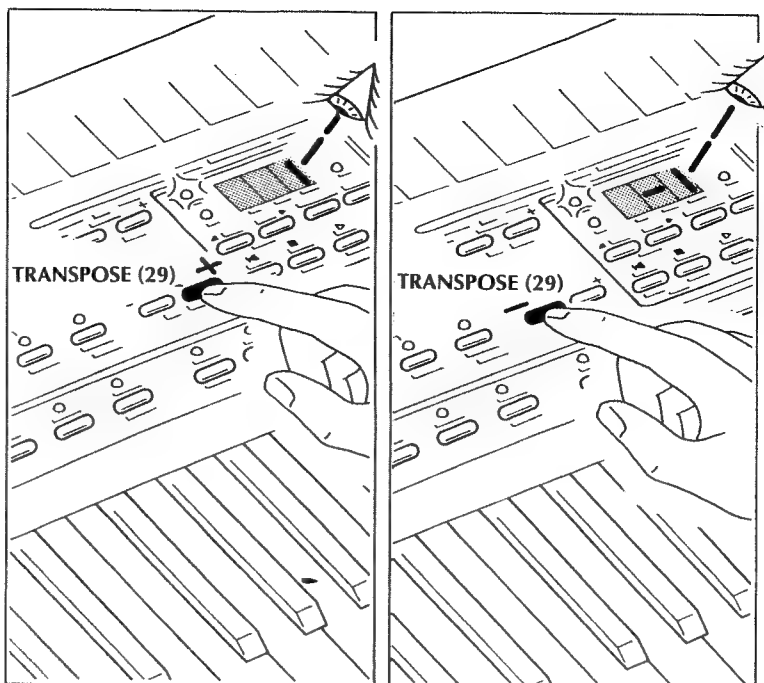
When this setting is selected, transposition will affect those notes played on the keyboard and those transmitted via the MIDI OUT connector.

MIDI File Player (MFP):

When this setting is selected, transposition will affect only those notes arriving via MIDI File Player.

MIDI (Mid):

When this setting is selected, transposition will affect only those notes arriving via the MIDI IN connector.

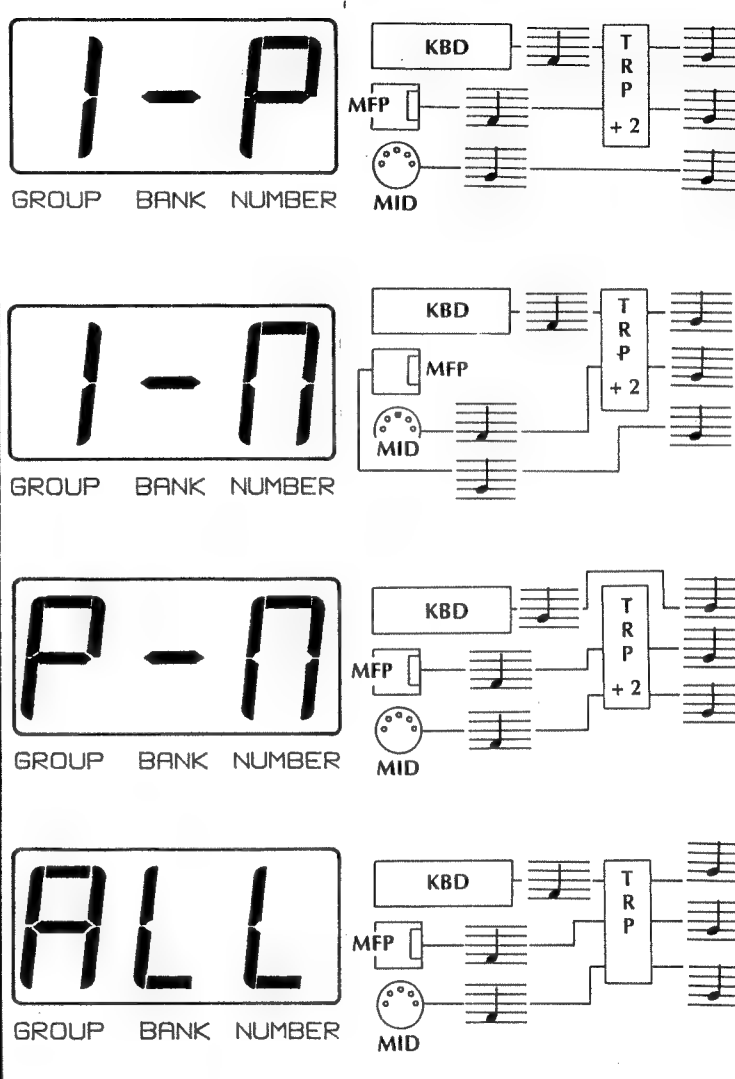


Internal + MIDI FILE PLAYER (I-P):
When this setting is selected, transposition will affect those notes played on the keyboard and transmitted via the MIDI OUT connector, and those ones received from a MIDI File Player.

Internal + MIDI (I-M):
When this setting is selected, transposition will affect those notes played on the keyboard and transmitted via the MIDI OUT connector, and those ones received via the MIDI IN connector.

MIDI File Player + MIDI (P-M):
When this setting is selected, transposition will affect those notes received from a MIDI File Player and those ones received via the MIDI IN connector.

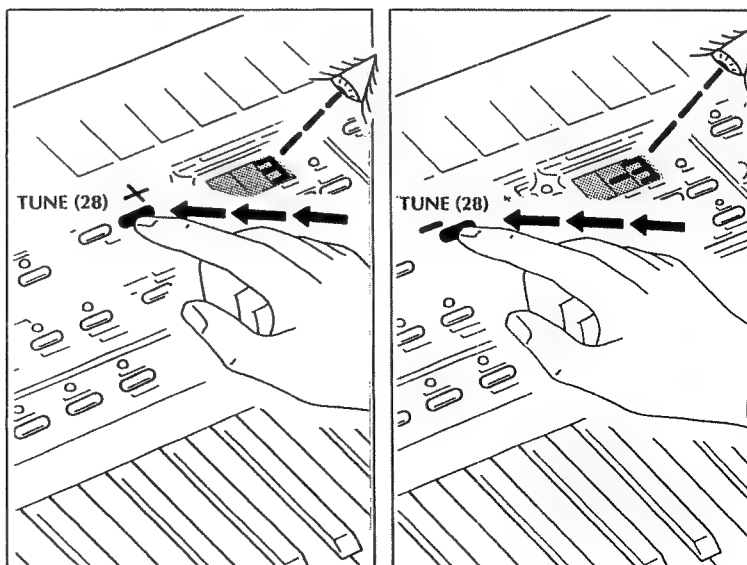
All (All):
When this setting is selected, the transpose setting will affect notes played on the keyboard and transmitted via the MIDI OUT connector, notes received via the MIDI IN connector, and those notes received from a MIDI File Player.



Master Tuning

The Master Tuning function allows you to 'tune' the E-66 to match the pitch of other instruments.

Tuning can be achieved by pressing one of the TUNE buttons [28]; pressing the '+' button of the pair will raise the pitch, and pressing the '-' button will lower it.



Each time a TUNE button is pressed, the pitch will rise/fall by 1 'cent' (1/100th of a semi-tone). If you hold either button, the pitch will rise/fall continuously (until it reaches its limit.)

Every time a TUNE button [28] is pressed, the display will indicate a value from -99 to 99 cents ; this is the deviation from standard pitch.

The adjustable pitch range of the E-66 is between 415.5 and 465.9 Hz. The instrument's standard pitch (A=440.0 Hz) can be instantly set by pressing both TUNE buttons [28] simultaneously.

When the number "0" appears in the display, the E-66 is set to standard pitch.

Creating different Tunings: Keyboard scale

This function allows you to create tunings other than equal temperament (the 12- tone 'Western' scale).

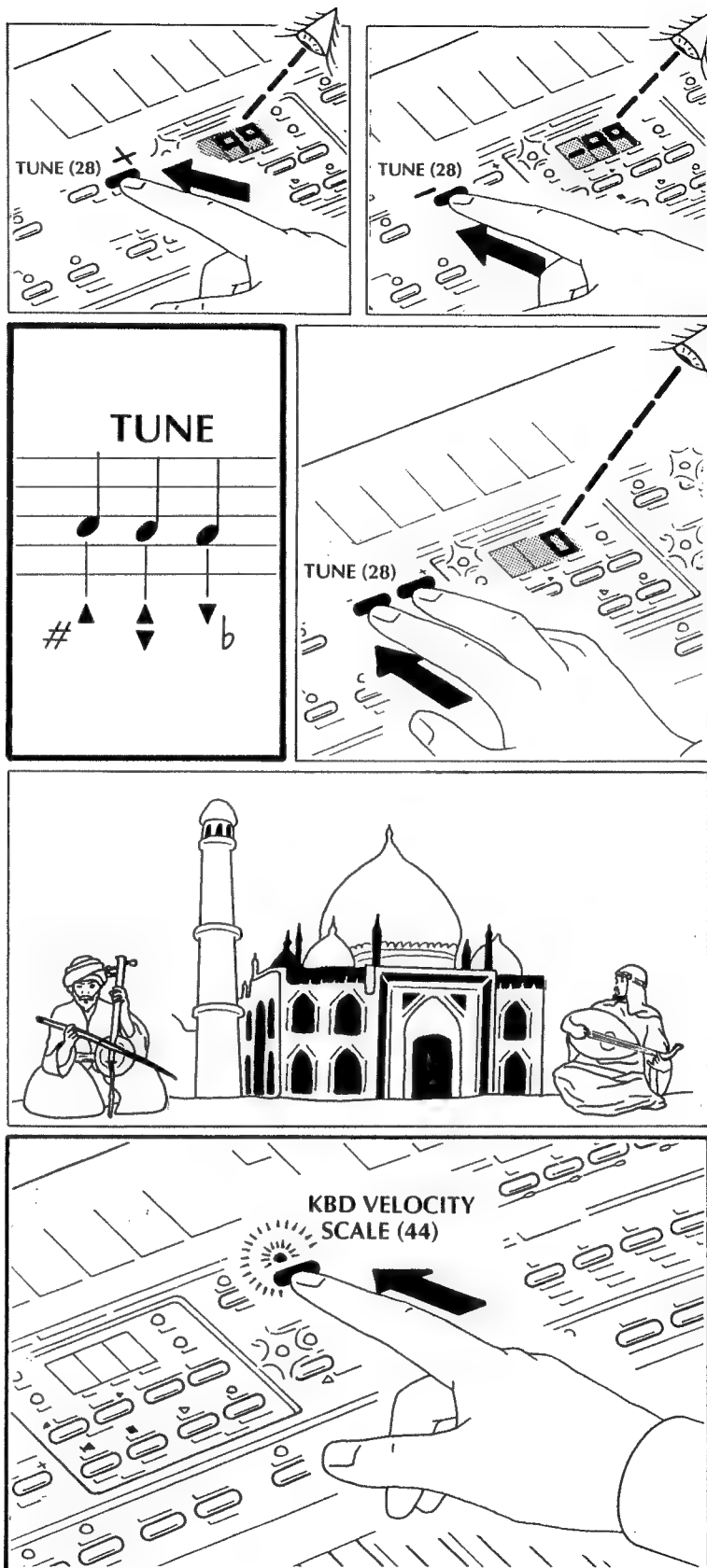
(This will apply to the UPPER Tone.)

This function is extremely useful to perform songs which require a non-standard tuning.

1) To lower one or more notes by a quarter tone (50 cents) in pitch:

a) Press and hold the KBD VELOCITY/ SCALE button [44].

In a few seconds, the button LED will begin to flash

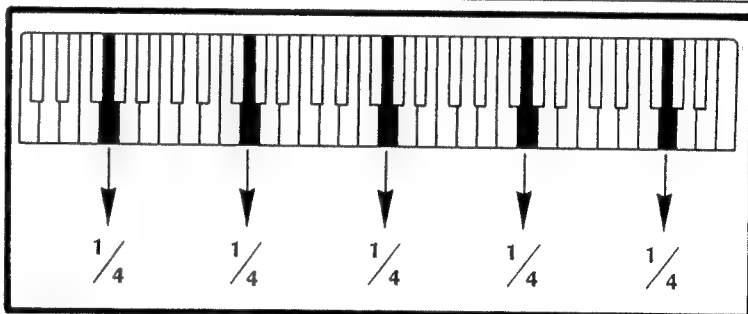
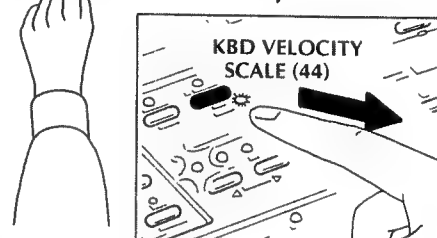
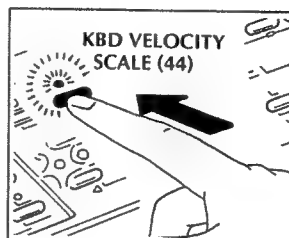
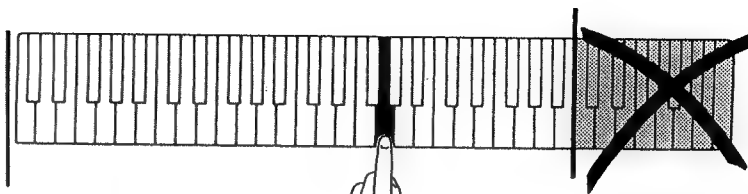


b) While continuing to hold the button, press the keyboard key(s) you wish to lower by a quarter tone (50 cents) in pitch.

Note that pitch changes *cannot* be set in the highest octave of the keyboard.

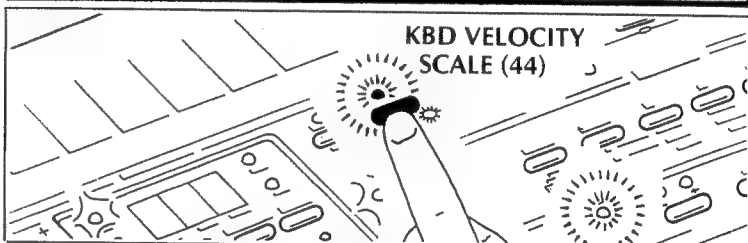
c) Release the KBD VELOCITY/SCALE button [44]. The note(s) pressed will now be a quarter tone lower than standard pitch.

Note that pitch changes made for one note will be made for all notes on the keyboard (even those in the highest octave).

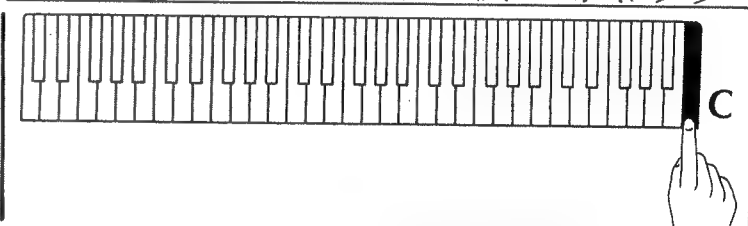


Once set, it is possible to turn your custom tuning on and off:

2) To temporarily turn your custom tuning on or off:

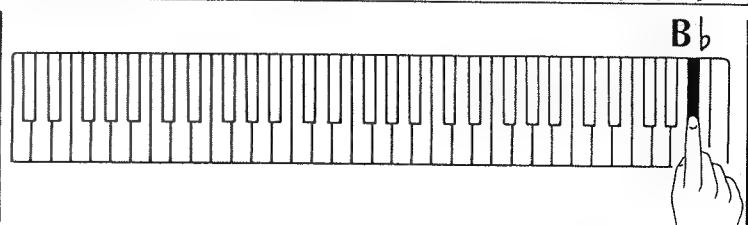
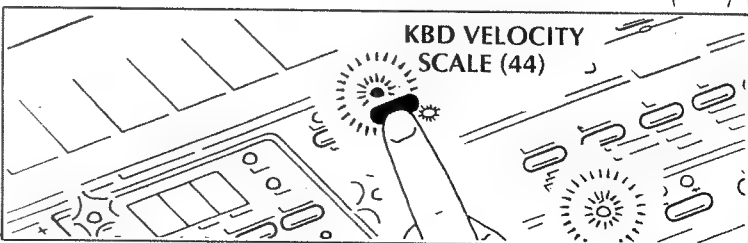


a) Press and hold the KBD VELOCITY/SCALE button [44] until the LED begins to flash.
b) While continuing to hold the button, press the last white key on the right (highest C note).



3) To cancel your custom tuning altogether and return to standard tuning:

a) Press and hold the KBD VELOCITY/SCALE button [44] until the LED begins to flash. While continuing to hold the button, press the highest Bb on the keyboard (the black key farthest to the right.)



This cancels the custom tuning.

b) Release the KBD VELOCITY/SCALE button; the LED will stop flashing and will indicate the status (on/off) of the KBD VELOCITY function (when lit, the keyboard responds to playing dynamics).

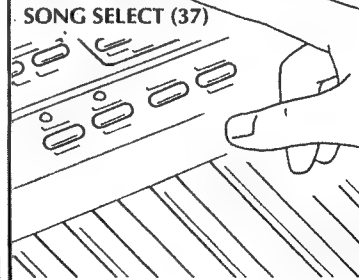
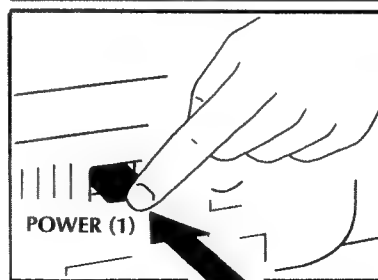
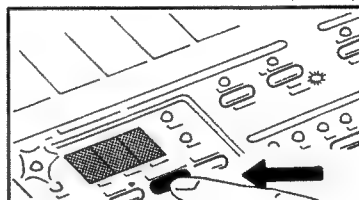
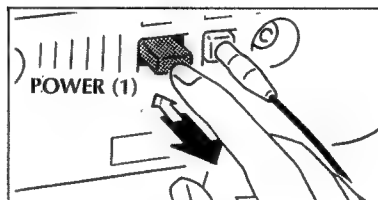
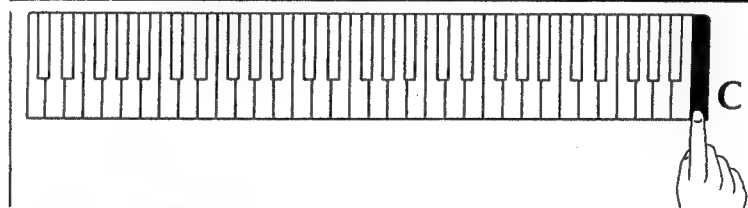
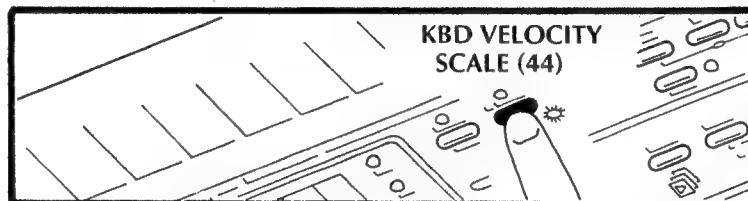
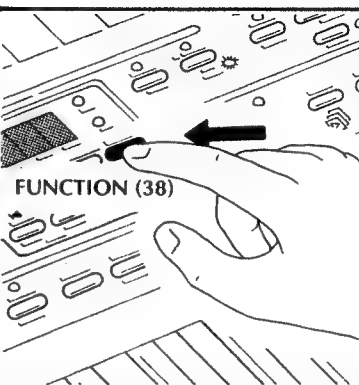
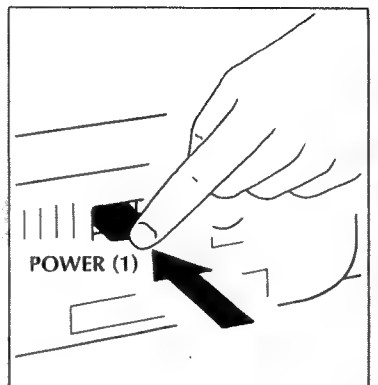
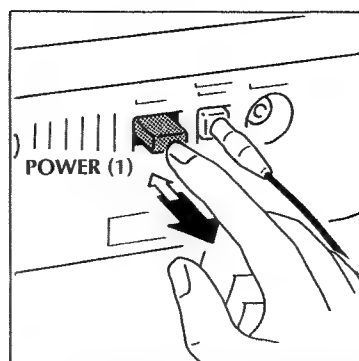
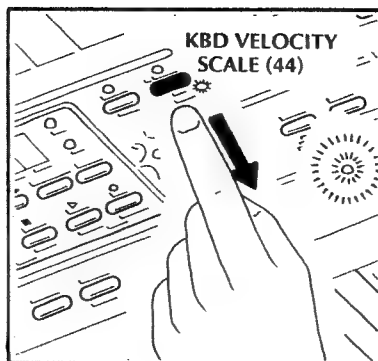
4) If you wish to extend the changes made to all sections (Upper, Lower, M. Bass, M.Drum, Acc. 1-6) turn the instrument off and then back on while pressing the KBD SCALE button.

The pitch changes made will be extended to all parts, and will be retained after the instrument is turned off.

Whenever the E-66 is turned on, the standard 12-tone scale will be in effect.

The previously set tuning can be recalled by pressing the KBD VELOCITY/SCALE button and the highest C (the C key farthest to the right).

*When the GM mode is in effect, the tuning set will affect only the Upper tone. * To set the instrument to the standard status (KBD scale in effect on Upper section only), turn the instrument off and then back on while pressing the SONG SELECT button [37] .



Disk Recorder/ MIDI File Player

Your E-66 is provided with a MIDI File Disk Recorder /Player unit.

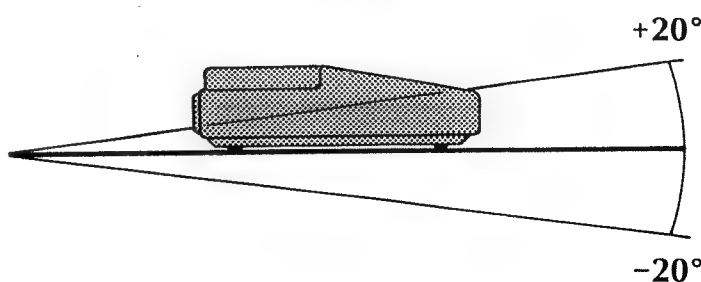
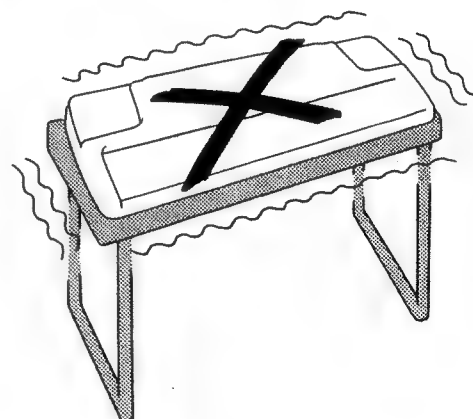
This device allows you to record your performances direct onto 3.5" floppy disks. Once recorded, you can play them any time you wish.

By using Standard MIDI File songs, you can play your favourite pieces with a grand orchestral accompaniment! The sound source of your E-66 is GM/GS format compatible; it can reproduce any Standard MIDI File song created by using GS or GM devices (without making any modification).

It can also play Standard MIDI File songs created by other MIDI Sequencers.

Your MIDI File Recorder / Player uses 3,5" floppy disks. The following contains useful information regarding the correct use of your MIDI File Player.

Install your E-66 on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure that the installation falls within this range: upward: $+20^{\circ}$; downward: -20° .



Never attempt to remove a disk from the drive while the drive is operating (DISK LED (34) is red) damage could result to both the disk and the drive (4).

Unless instructed to do otherwise, remove any disk from the drive before powering up or down.

Floppy disks contain a plastic disc coated with magnetic particles; this is the magnetic storage medium.

OBSERVE the following when handling disks:

- Never touch the floppy's internal disk.
- Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10° to 50° C.

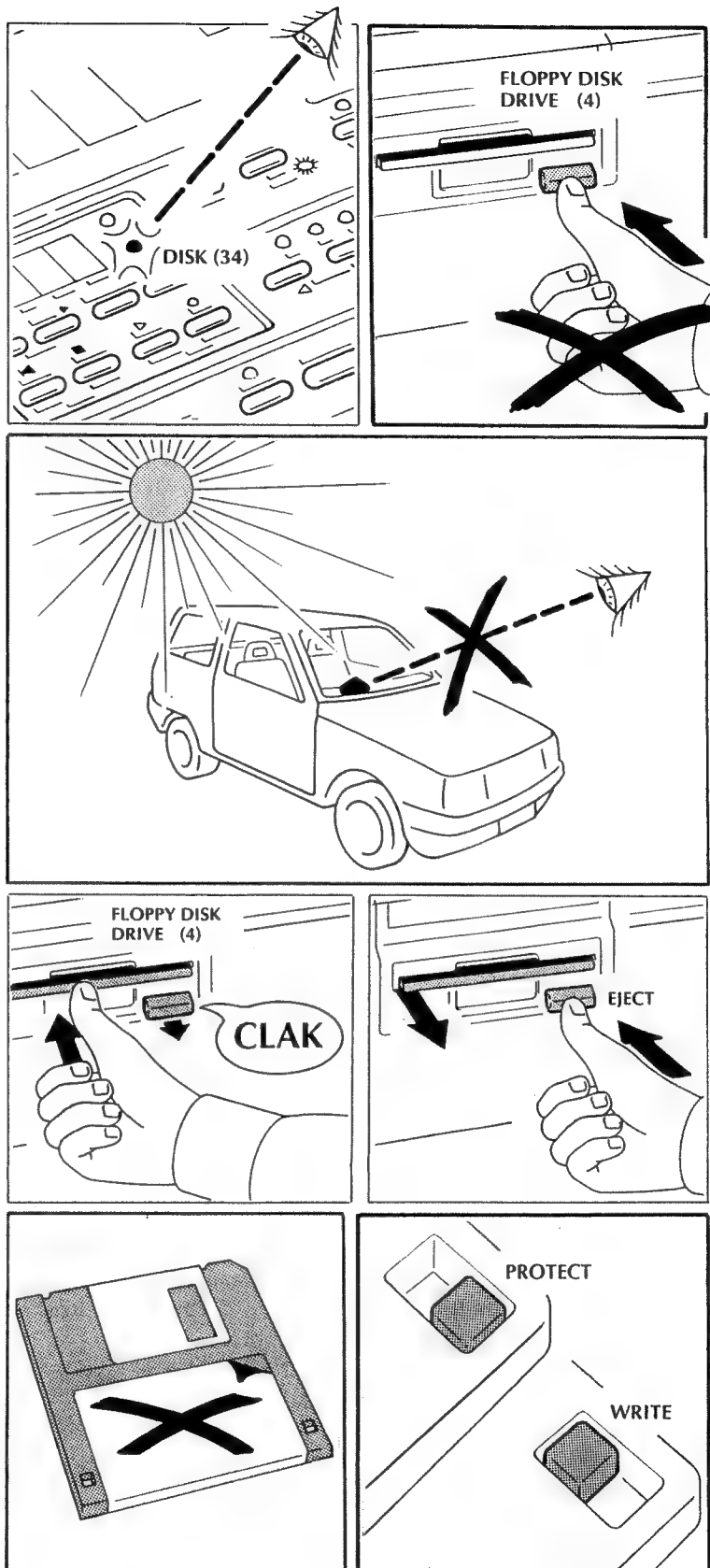
To insert a disk, push it firmly (but gently) into the drive—it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.

The identification label should be firmly fixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.

Floppy disks contain a "write protect" tab which can protect the disk from accidental erasure.

It is recommended that the tab be kept in the PROTECT position and moved to the WRITE position only when you wish to write new data onto the disk. Floppy disks contain a "write protect" tab which can protect the disk from accidental erasure.

It is recommended that the tab be kept in the PROTECT position and moved to the WRITE position only when you wish to write new data onto the disk.



Playback

The following explains how play Standard MIDI Files.

• Inserting the disk

Insert the disk containing the MIDI songs files into the disk drive unit (4) on the rear panel of your E-66.

Be sure to insert the disk correctly.

• Starting playback

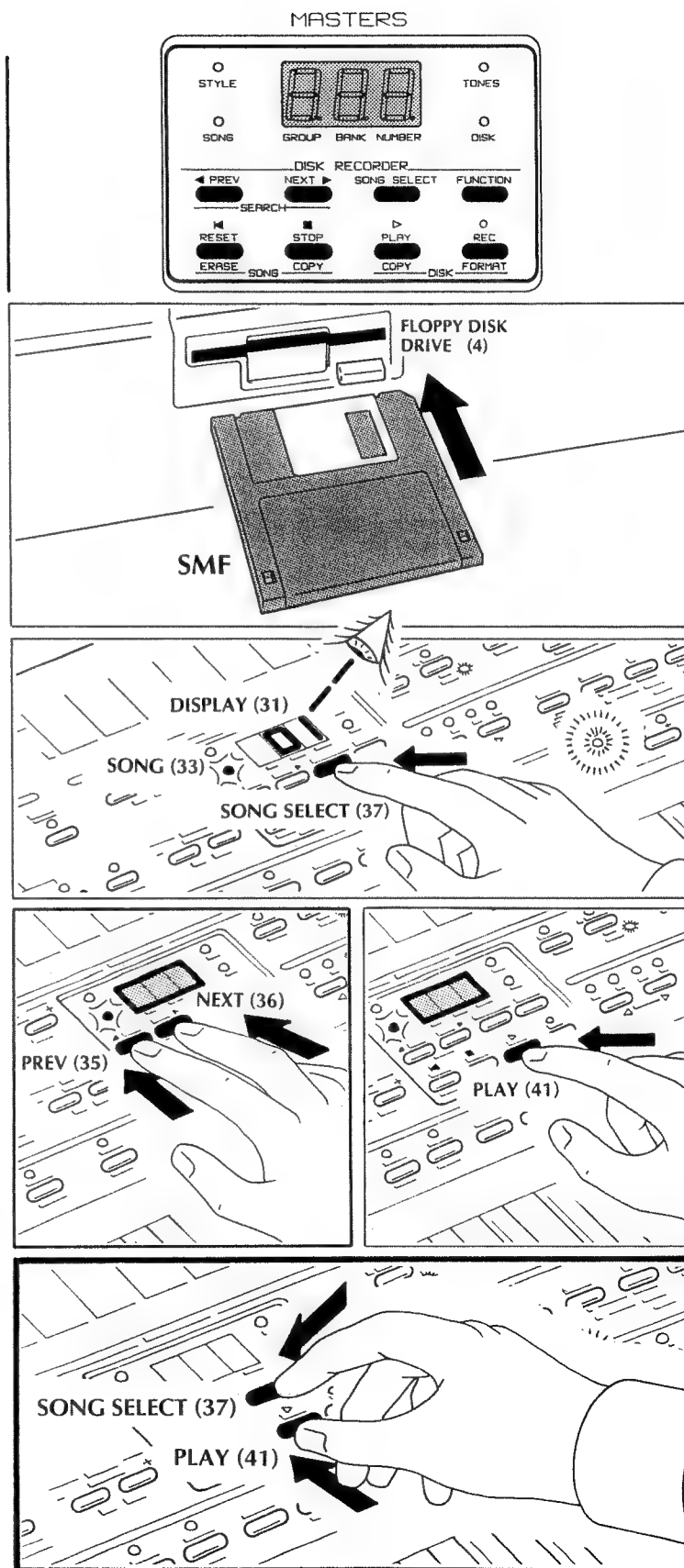
— Press the SONG SELECT button [37] and the display [31] shows the first song contained in the disk. The SONG LED will light.

— Select the song you wish to play using the PREV (previous) [35] and NEXT [36] buttons.

Now press the PLAY button [41]: playback of the selected song will start from the beginning.

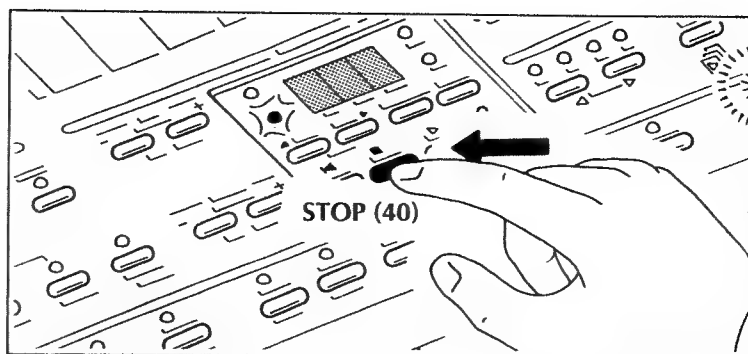
When the PLAY button is pressed simultaneously with the SONG SELECT button [37], all songs contained in the disk will be played, starting from the first one selected.

During playback, the PLAY LED will flash.



• Stopping playback

When the STOP button [40] is pressed, playback stops immediately. Playback can be resumed from that point.



• Removing a disk from the drive:

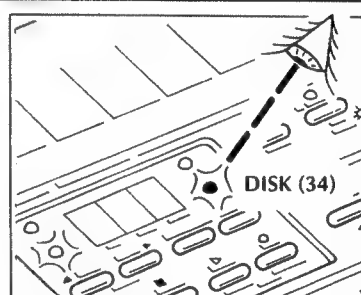
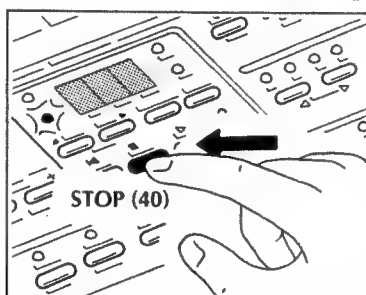
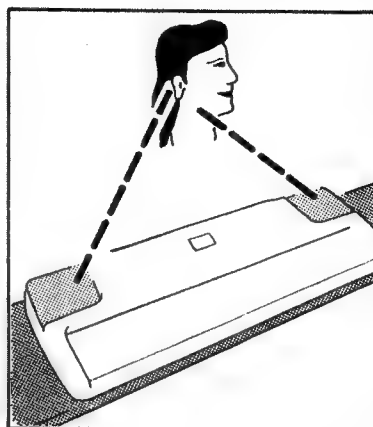
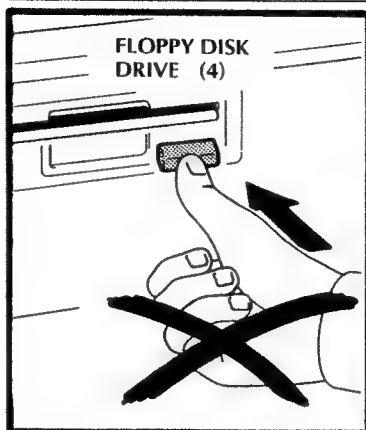
CAUTION

Never attempt to remove a disk from the drive while the drive is operating.

Be sure that the MIDI File Disk Recorder is not operating and then press the EJECT button located on the drive [4] (rear panel).

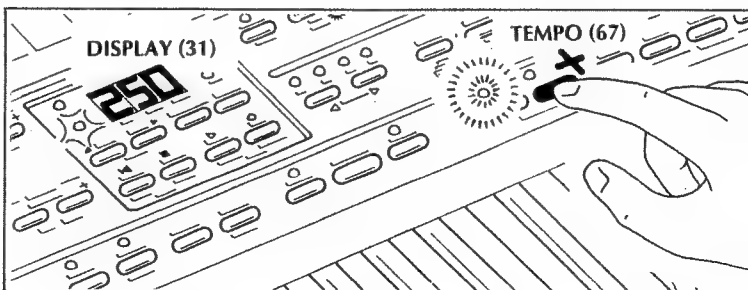
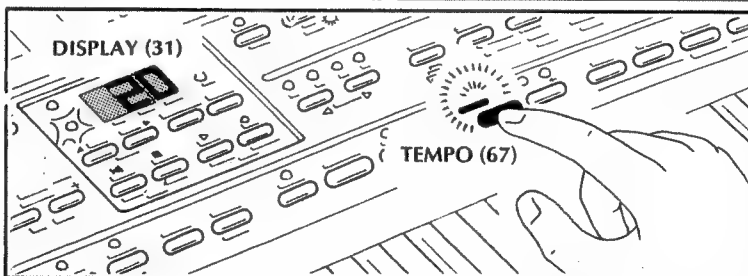
(First press STOP [40] and then the EJECT button if the drive is operating).

The DISK LED will indicate the Disk drive condition: when it is lit, the drive is operating.



• Tempo setting

Press TEMPO buttons [67] to change the playback tempo. While you are setting the tempo, the display [31] indicates the current value. Possible values range from 5 to 250 BPM (beats per minute); in a few seconds, the previous display will return.

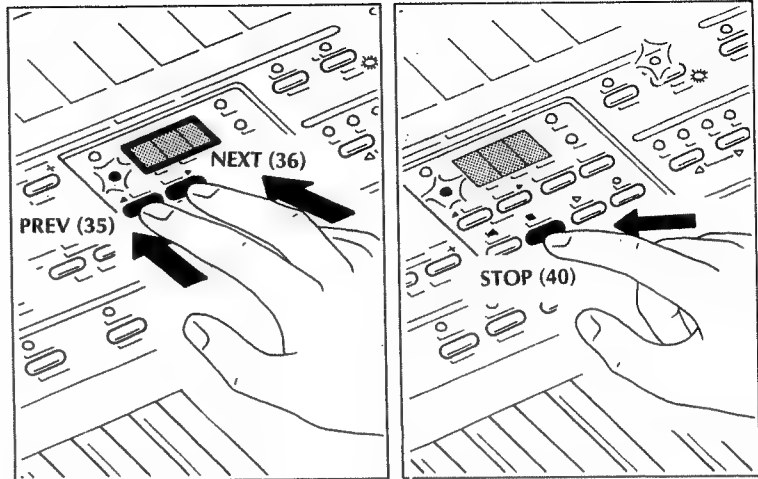


• Selecting a song

Select the song you want played using the PREV SONG [35] and NEXT SONG [36] buttons.

The number of the song selected will be shown in the display (the SONG LED [33] will be lit).

You can select a song only when the MIDI File Player is not operating (that is, stopped).



• Playing songs created by Computers or Sequencers.

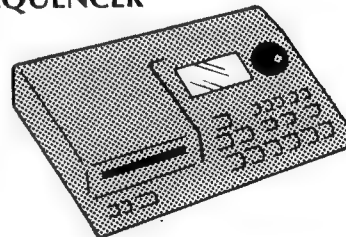
Songs created by computer systems or MIDI sequencers can be reproduced by the MIDI File Player of your E-66 provided they are saved in Standard MIDI File (SMF) format.

A Standard MIDI File is a storage format created to maintain data compatibility among different devices complying with the Standard MIDI File format.

* ROLAND Sequencers (MC-300, MC-500, MC-50, MC-500MKII) can convert songs into the SMF format using Roland's MRM 500 conversion software.

* MV-30 or MC-50MKII ROLAND can convert and save its own data into MIDI File format using the SAVE MIDI File function.

SEQUENCER



* Standard MIDI Files created by IBM and ATARI computers
Save the SMF onto a disk formatted by your E-66. (Your instrument might not be able to read disks fomatted by other systems). Change your MIDI File extension to ".MID" if necessary.

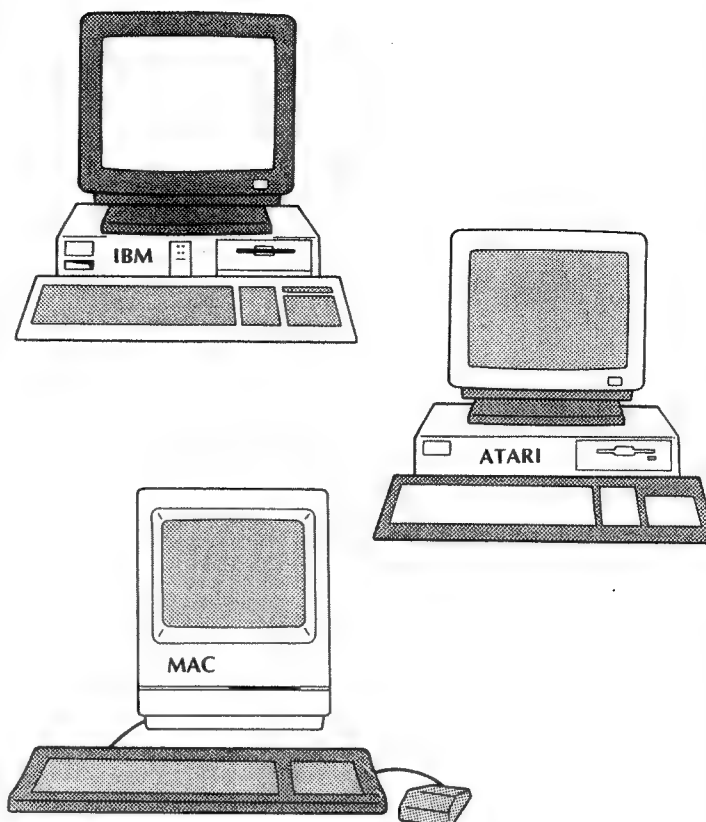
(IBM and ATARI are registered trade marks).

* Standard MIDI Files created by Macintosh computers
Save the SMF onto a disk formatted by using your E-66. Your instrument might not be able to read disks fomatted by other devices).

If your Macintosh has a Super Drive, use the Apple File Exchange or PC Exchange (or something similar) to convert the data to MS- DOS format.

(Macintosh is a registered trade mark of Apple Computer Inc).

(MS-DOS is a registered trade mark of Microsoft Corporation).



What is a Standard Midi File

The MIDI File Player of your E-66 can reproduce the following types of Standard MIDI Files:

* Format 0:

several MIDI channels are combined into a single track

* Format 1:

each MIDI channel uses a track.
The MIDI File Disk Recorder of the E-66 can read up to 17 tracks.

The songs recorded by the E-66 into the MIDI File Player are recorded in format 0.

Recording

• What to do prior to recording:

When you record with your MIDI File Recorder, the data is stored directly onto floppy disk. However, a new disk must first be 'formatted' (prepared) using the following procedure:

CAUTION

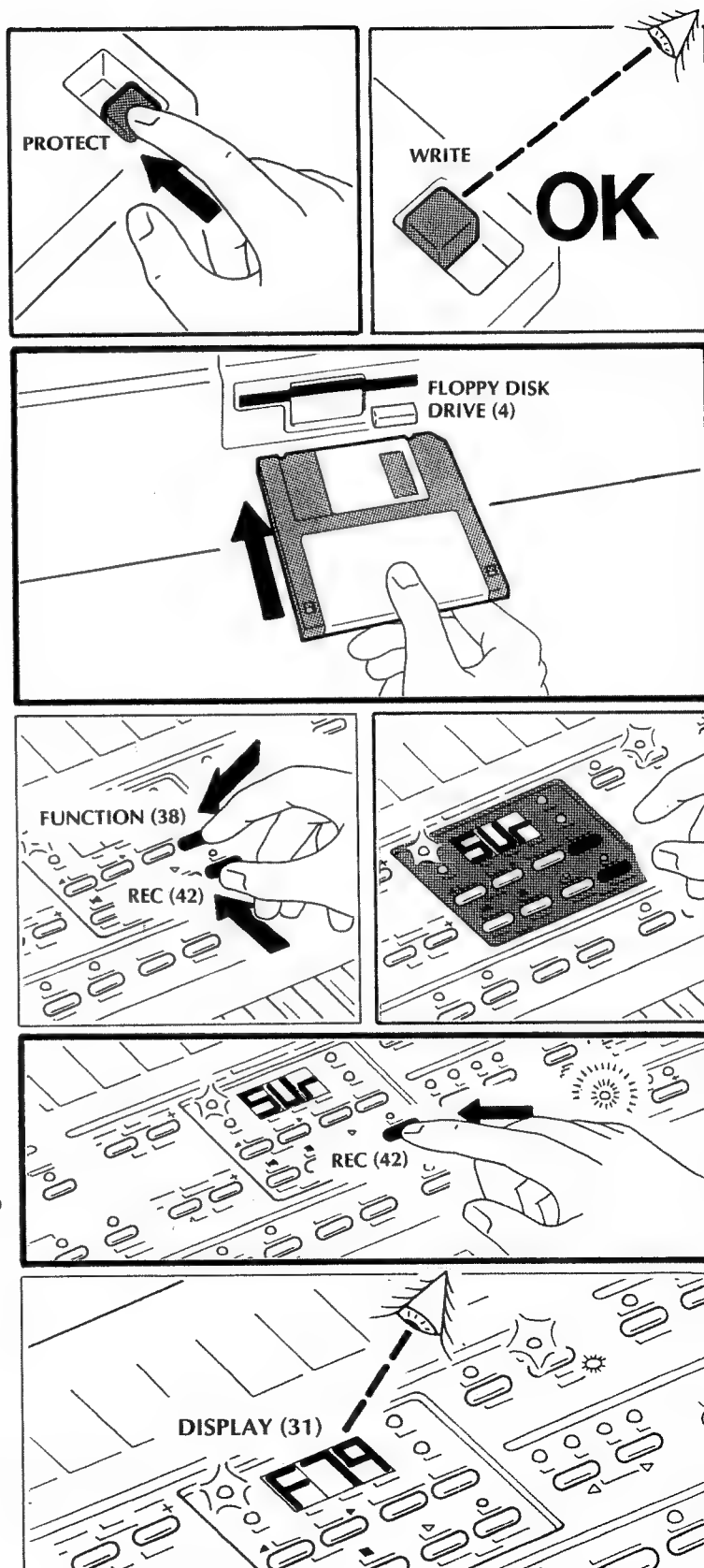
Formatting a disk will erase all data stored on it. Before formatting the disk, be sure it doesn't contain any important data.

1) Move the protection tab to the WRITE position and insert the disk into the disk drive.

2) Press and hold the FUNCTION button (38) and then press the REC button (42). Now release both buttons. The word "SUR" will appear in the display, asking if it is OK to format the disk in the drive.

3) Press the REC button [42] to start formatting or press any other button to exit the formatting operation.

During formatting, numbers (decreasing from 79 to 0) will appear in the display beside the letter "F".

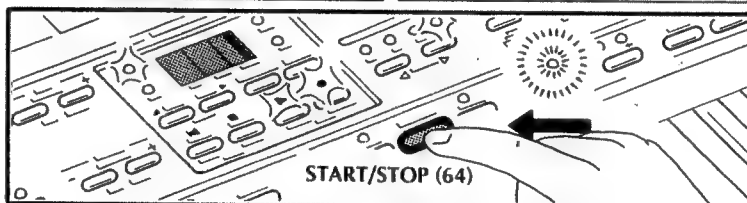
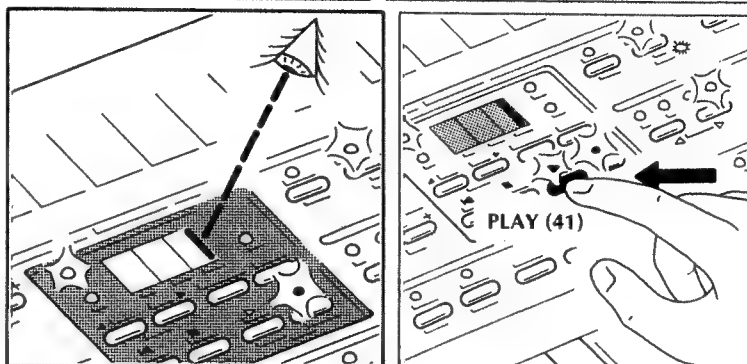
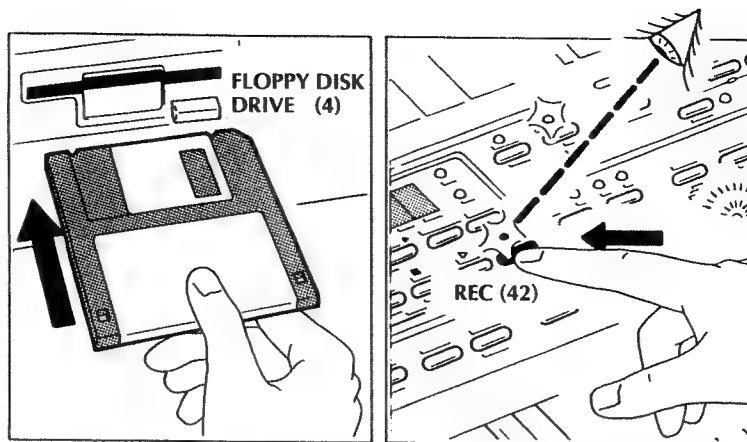


• Recording a new song

- 1) Insert a disk into the disk drive [4].
- 2) Press the REC button [42] and the REC LED will light.

The number of the song currently being recorded will now appear in the display. If you are recording the first song, the number "1" will appear. Additional songs will be numbered progressively. A disk can store up to 99 songs

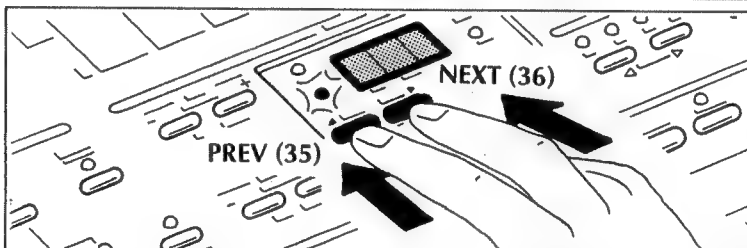
- 3) Press the PLAY button [41] to start recording or press the START/STOP button [64] of the Arranger if you wish to record directly from the Arranger: the MIDI File Player will start recording and the Arranger will start playing.



• Recording over an existing song

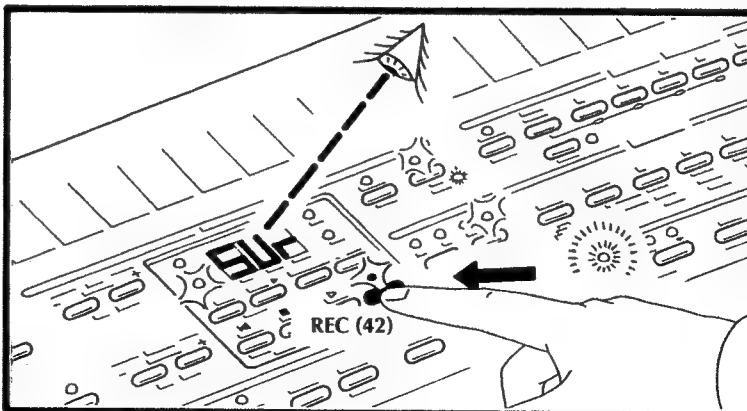
If you wish to record a new song thereby erasing an existing one:

- 1) By pressing the PREV [35] and NEXT [36] buttons select the song to be replaced.



- 2) Press and hold SONG SELECT [37], then press REC [42]. The display reads "SUR".

Confirm your choice by pressing the REC button [42] once more or exit the operation pressing any other button. Now refer back to the recording procedure.



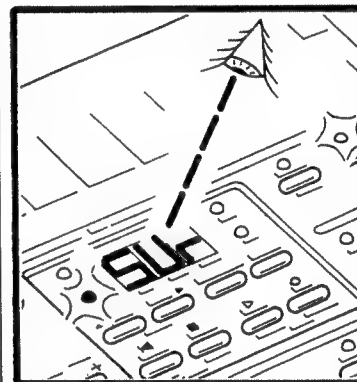
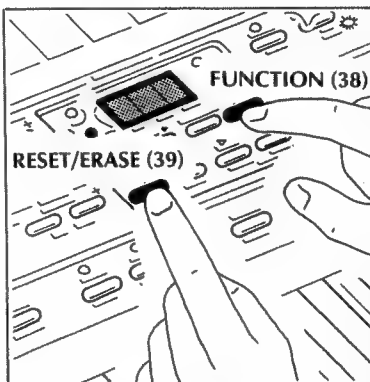
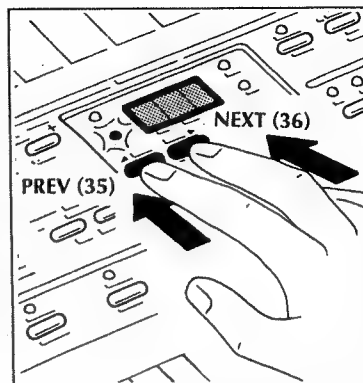
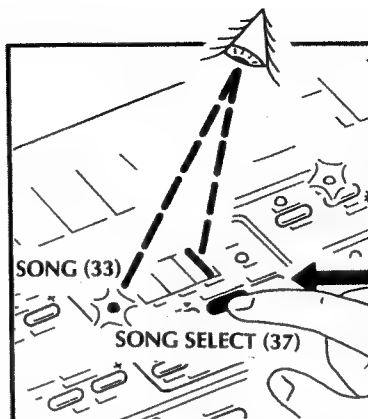
• Erasing a song from disk

Press the SONG SELECT button [37]: the number of the first song in the disk is displayed, and the SONG LED [33] lights.

Using the PREV [35] and NEXT [36] buttons select the song to be erased.

Press and hold the FUNCTION button [38] and the RESET/ERASE button [39] of the Disk Recorder simultaneously.

The word "SUR" will appear in the display. Confirm the operation by pressing the REC button [42] or exit it by pressing any other button.



• Copying songs from disk to disk

Your E-66 allows you to copy one or more songs from one disk to another.

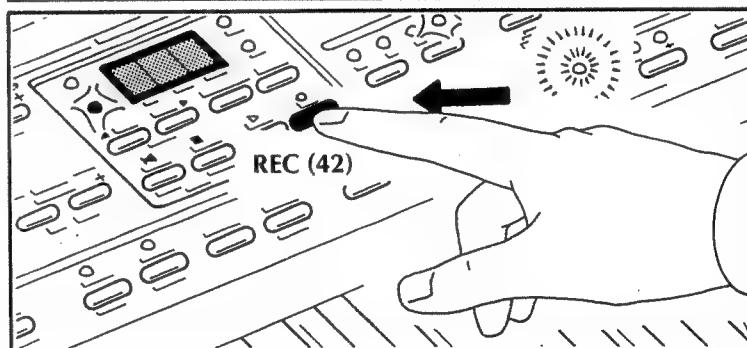
This allows you to copy songs already stored in several different disks to a single disk. Doing so can make playback more convenient.

There are two different ways for copying songs:

- copy a single song
- back-up an entire disk (copy all songs on a disk).

CAUTION:

When you begin the disk copy procedure, the contents of the destination disk will be completely erased and replaced by the contents of the source disk.



• How to copy one song.

1) Insert the source disk (the disk containing the song to be copied) into the disk drive.

2) Press the SONG SELECT button [37] and then select the song you wish to copy by pressing the PREV [35] and NEXT [36] buttons.

3) Press the STOP /COPY button [40] of the Disk Recorder (Song Copy) while holding the FUNCTION button [38]; the word "SUR" appears in the display.

4) Confirm the song selection and begin copying by pressing the REC button [42].

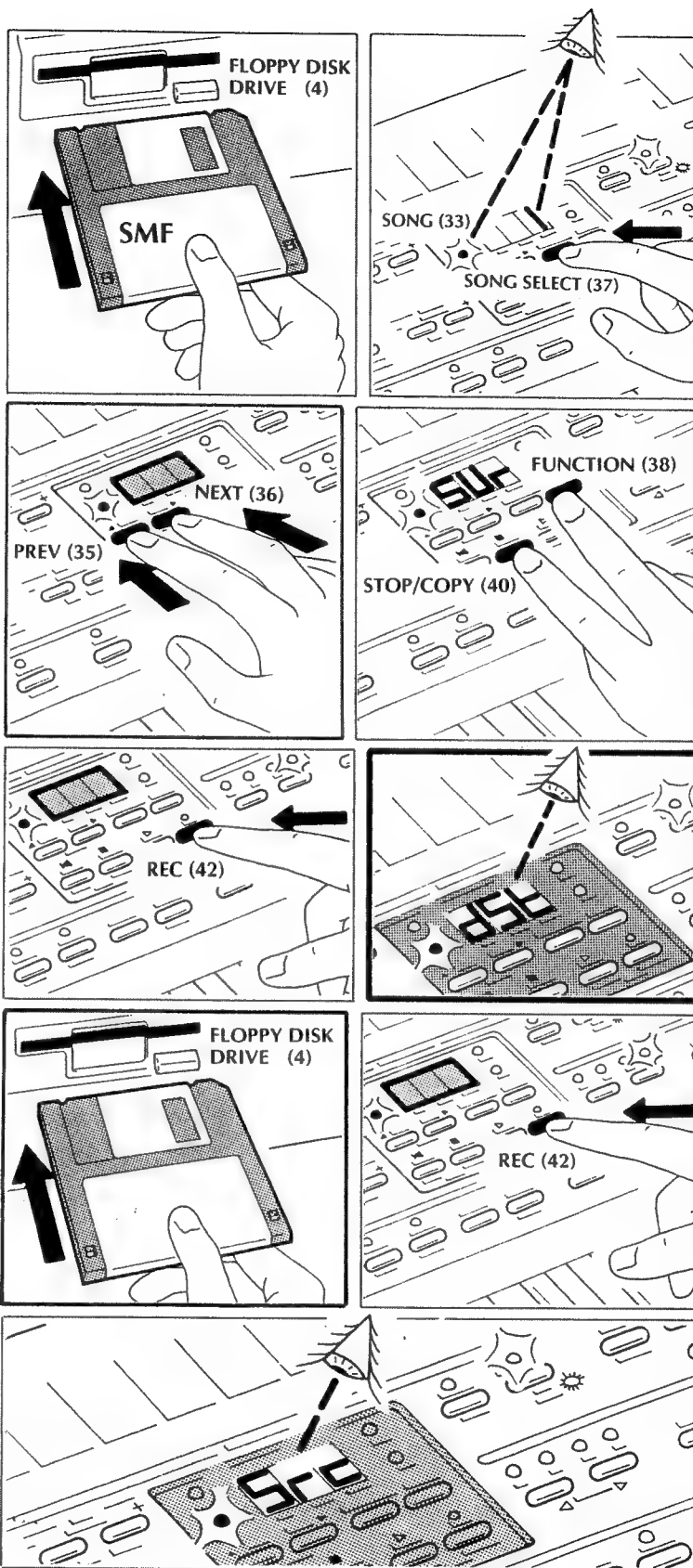
5) In a few seconds the display "dSt" (Destination Disk) will appear.

Insert the destination disk (formatted) and press the REC button [42].

When the copy operation is complete, the number of the song just copied will be displayed.

If the song you are copying is quite large you may have to exchange (swap) the source and destination disks several times. When the display reads "Src", insert the source disk.

Now perform the procedure described in 4 and 5 again.



• **Backup (copy) an entire disk.**

- 1) Insert the source disk (the disk containing the songs to be copied) into the disk drive.
- 2) Press the PLAY/COPY button [41] in the Disk Recorder (Disk Copy) while holding the FUNCTION button [38]; the word "SUR" appears in the display.

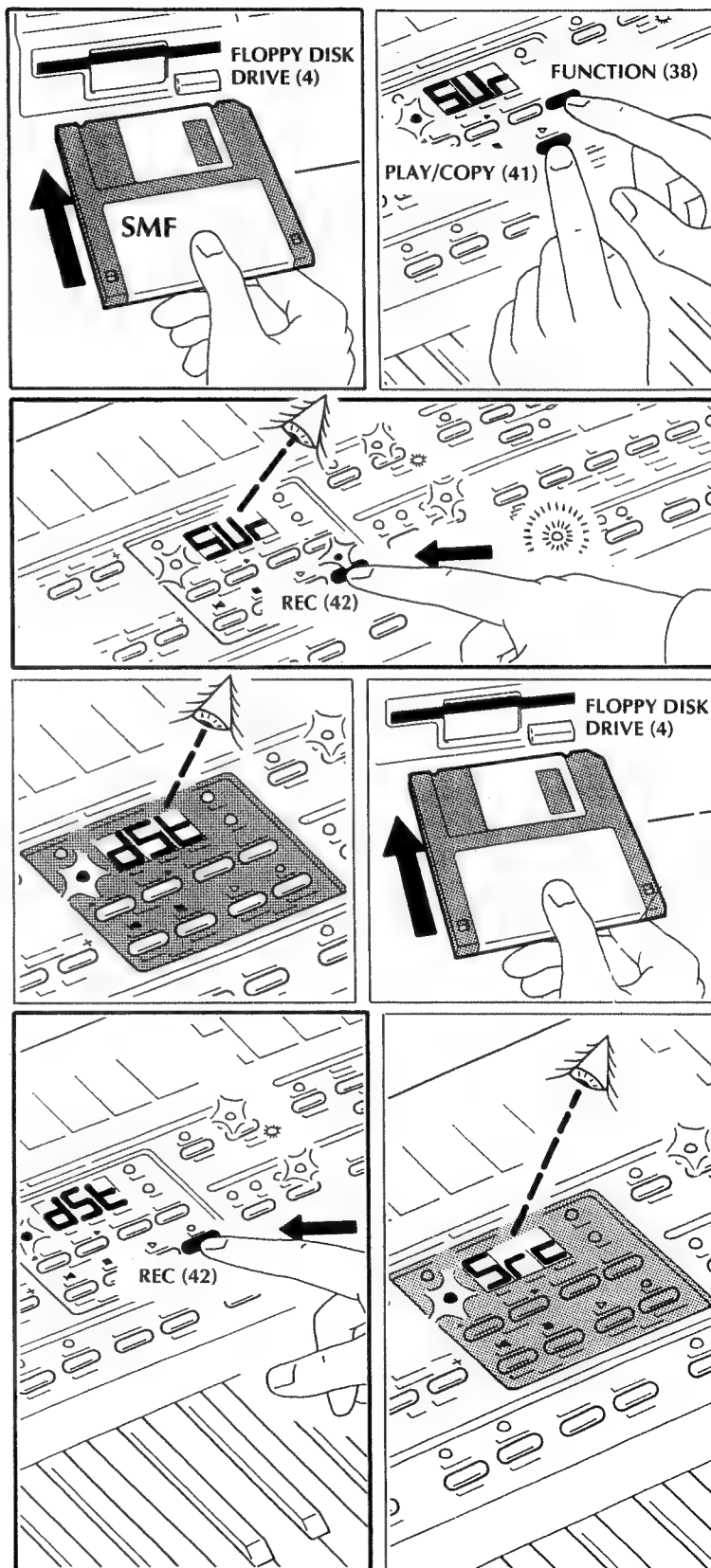
CAUTION

The contents of the destination disk will be completely erased and replaced by the contents of the source disk.

- 3) Confirm your choice and begin the operation by pressing the REC button [42].

- 4) In a few seconds the display "dSt" (destination disk) will appear. Insert the destination disk (formatted) and press the REC button [42].

A disk full of songs may require that you exchange (swap) the destination and source disks several times to complete the backup. When the display reads "Src" insert the source disk. Now perform the procedure described In 3 and 4 again.



CAUTION

Some disks are copy-protected: if the message "dEr" appears it indicates that the source disk is protected and cannot be copied.

The contents of one disk can only be copied to another disk of the same type (DD to DD or HD to HD).

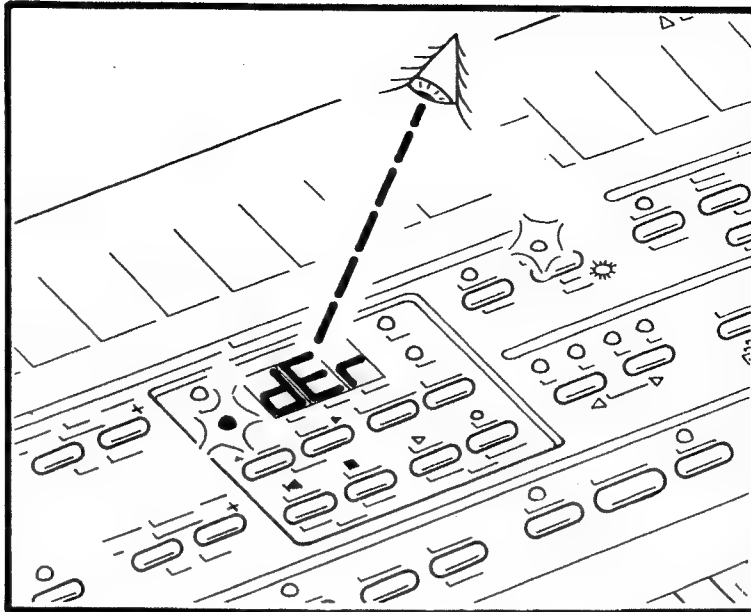
The message "dEr" will be displayed if you are attempting to use two different disks.

NOTICE

The SONG COPY and DISK COPY functions are only to be used to make copies of original data (for personal use only). Improper use of SONG COPY and DISK COPY functions may infringe national copyright laws. Whenever any "COPY" function is activated involving any protected material, the E-66 will display the following warning:

**** COPYRIGHT ****

Such a product is supplied for lawful purposes only; by using the product you agree to the specified terms of use. Copying does not guarantee the same quality as the data contained in the original disk.



The basics of MIDI

MIDI (Musical Instrument Digital interface) is a standard set of specifications which allows electronic musical instruments to exchange data.

Devices equipped with MIDI connectors can be linked together (regardless of the model or the brand), and exchange data known as "MIDI messages".

These messages convey information between devices and allow you, for example, to control (play) one instrument with another.

MIDI Data: Transmission and Reception

You will find hereunder some information about MIDI communication.

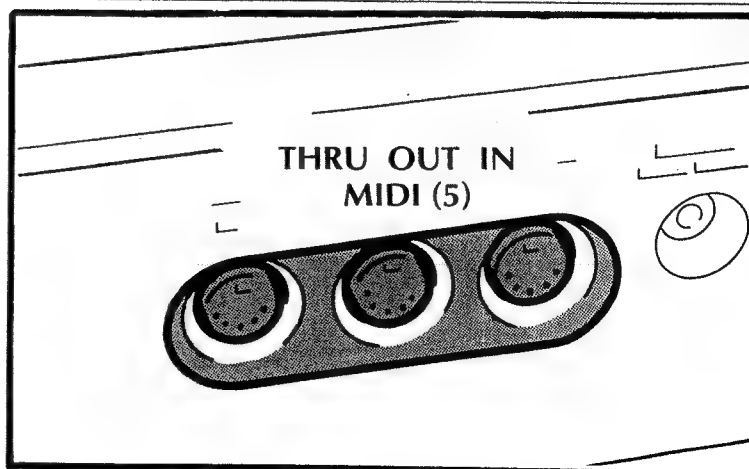
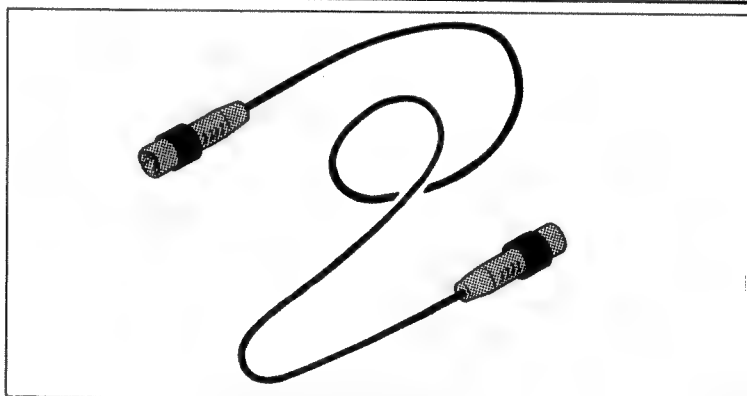
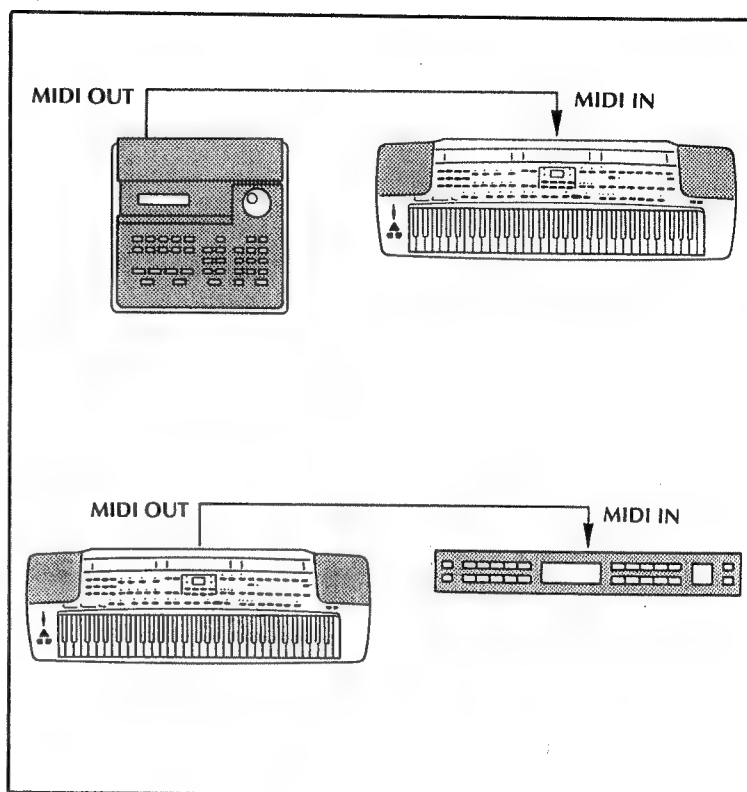
MIDI Connections

Three sockets are used to transmit and receive MIDI messages: they are linked by means of MIDI cables. Connections are made depending on the devices and your particular needs.

MIDI IN: this socket is used to receive MIDI messages from other devices.

MIDI OUT: this socket is used to transmit (send) messages to other devices.

MIDI THRU: this socket is used to re-transmit messages received from MIDI IN.



(A MIDI THRU socket can be used to connect (daisy-chain) several MIDI devices).

MIDI THRU is used to connect an indefinite number of MIDI devices, but practically you can connect up to 4 or 5 devices. Connecting more units, the MIDI messages might be spoilt and not recognized

MIDI Channels

MIDI uses "channels" to send specific messages to specific devices.

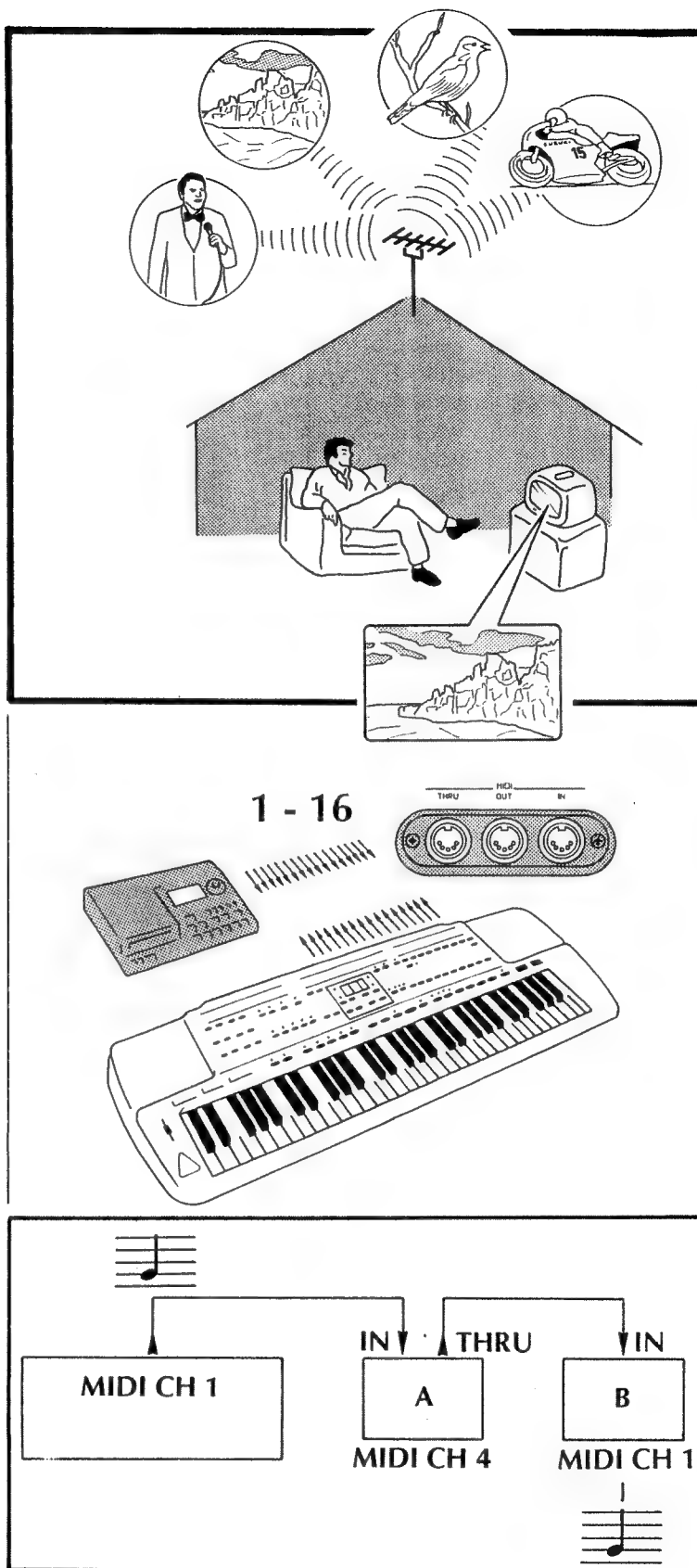
In many ways, MIDI channels are similar to television channel:

The signals from different TV stations are picked up by an antenna and sent simultaneously to the television set. When the TV set is tuned to a particular broadcast, the program on that channel can be seen.

With MIDI you have 16 channels (1-16) which can be used to send and receive messages.

The messages are received only through the same MIDI channel as the one used for transmission.

See the example in the accompanying figure: by playing the keyboard, only module "B" will sound, as its reception channel is the same as the transmission channel of the keyboard.



MIDI Messages used by the E-66

MIDI MESSAGES are divided into two groups:

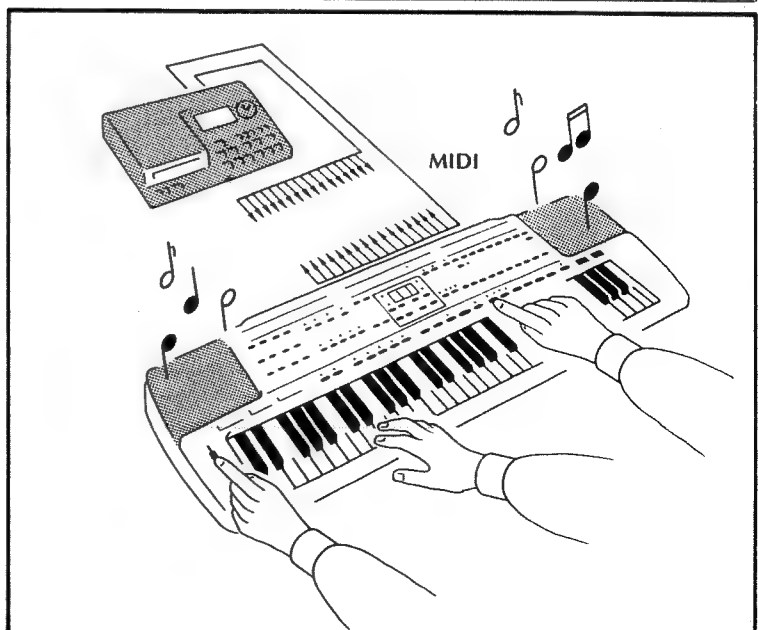
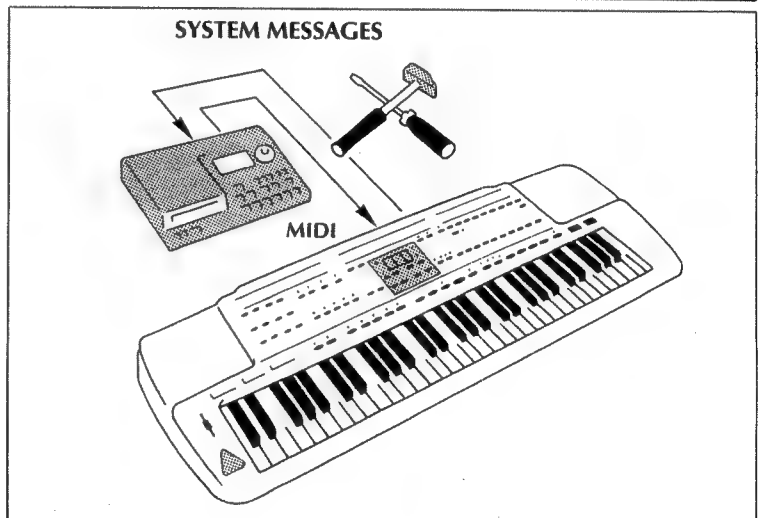
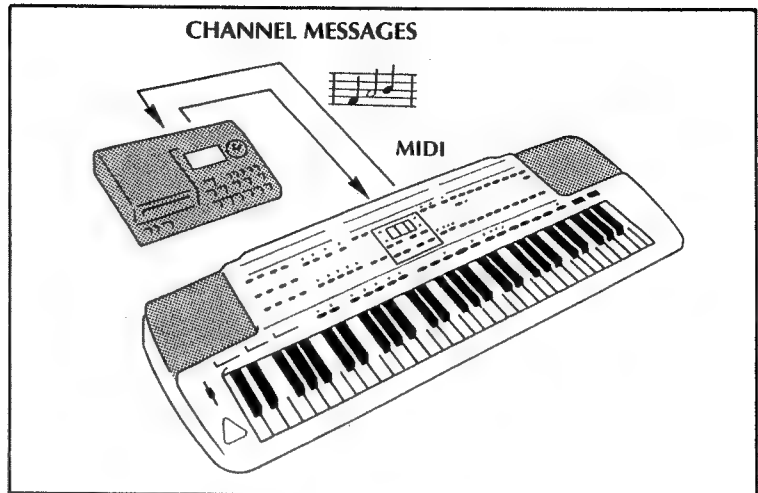
- Messages transmitted through a specific channel (Channel Messages).
- Messages giving information concerning the whole MIDI system (System Messages).

Channel Messages

The channel messages are used to convey music data, like the notes played on the keyboard and the controls (pedals, switches) which are used.

The way in which a sound source responds to these messages will determine the way the instrument sounds.

Most MIDI MESSAGES belongs to this group.

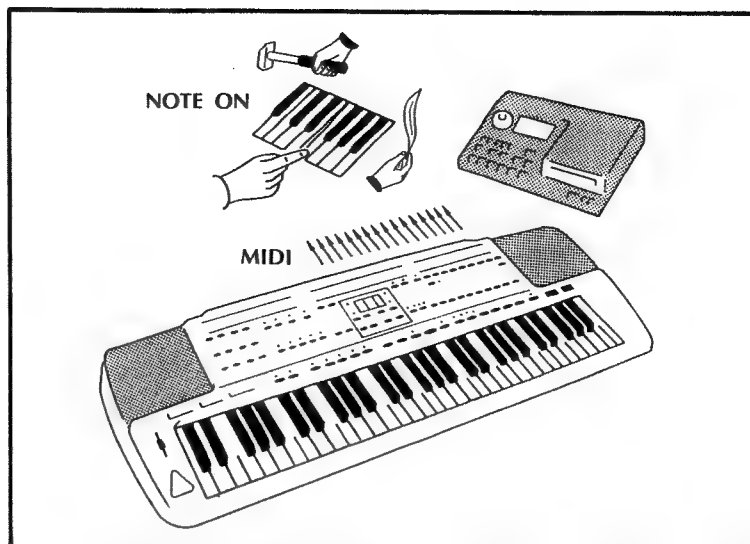


1) NOTE MESSAGE (NOTE ON)

Note messages are transmitted when you play the keyboard.

Each message contains information relative to the key that has been pressed (NOTE NUMBER) and the force exerted on that key (VELOCITY).

When the key is released, a message is sent informing which note has been released.



NOTE NUMBER:

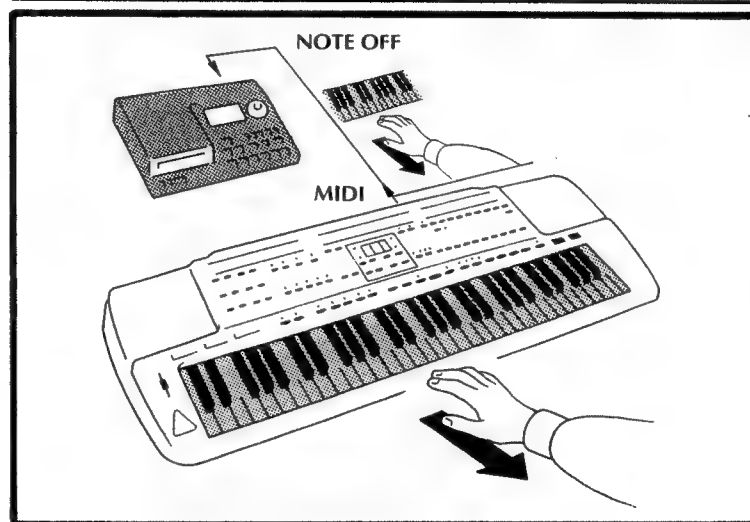
This number indicates which key (note) has been pressed or released. Notes are numbered from 0 to 127; C4=60.

NOTE ON:

Indicates that a note has been pressed.

NOTE OFF:

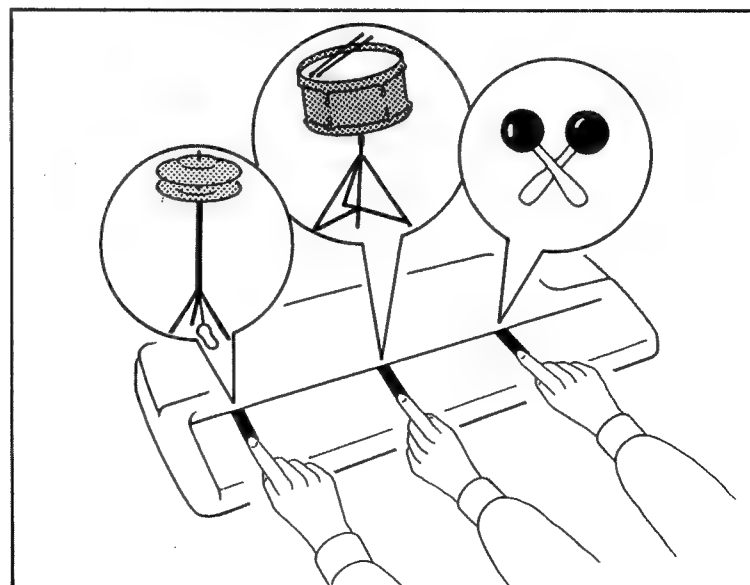
Indicates that a note has been released.



VELOCITY:

Indicates how hard (or soft) a note has been played.

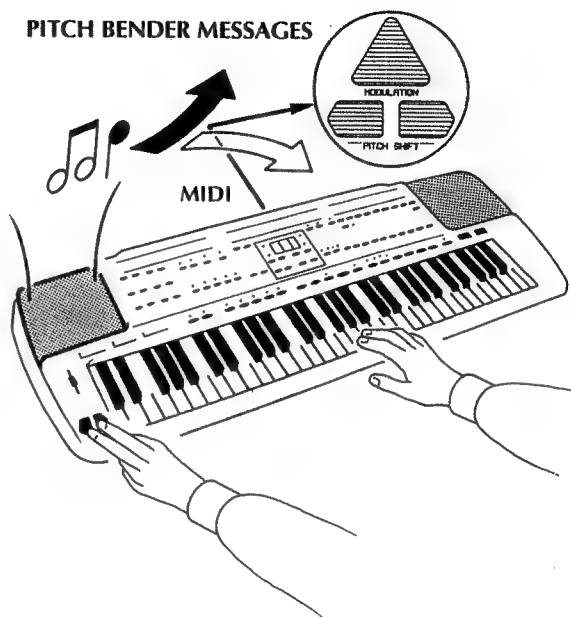
Generally, MIDI devices with drum sounds assign a different percussion instrument to each note number (key).



2) PITCH BEND MESSAGES

Pitch Bend messages are transmitted when you move the lever or modulation wheel on most synthesizers (The E-66 uses buttons for pitch bending).

PITCH BENDER MESSAGES



3) AFTERTOUCH MESSAGES

Aftersustain gives you additional control over a sound by applying more pressure to a key after it has been played.

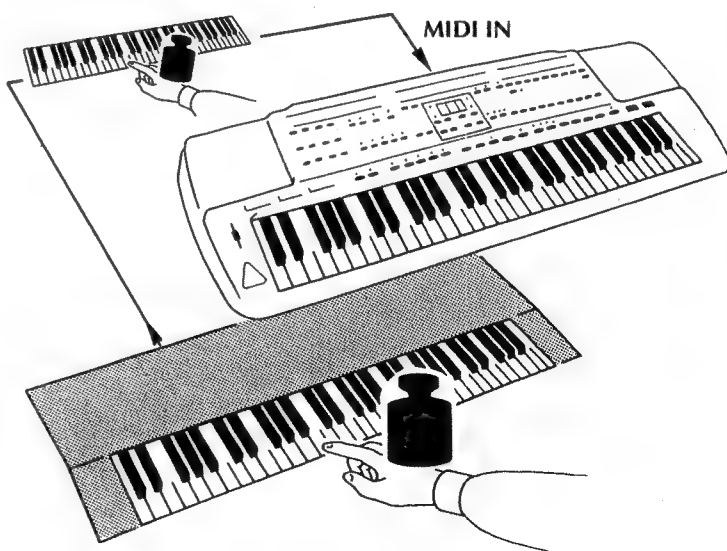
There are two kinds of Aftersustain messages; Channel and Polyphonic.

CHANNEL AFTERTOUCH is transmitted as a single value for the entire keyboard and it affects the data on the reception channel.

POLYPHONIC AFTERTOUCH is transmitted independently for each note played - even if several messages are received on the same channel.

* The E-66 can only receive (but not transmit) AFTERTOUCH MESSAGES.

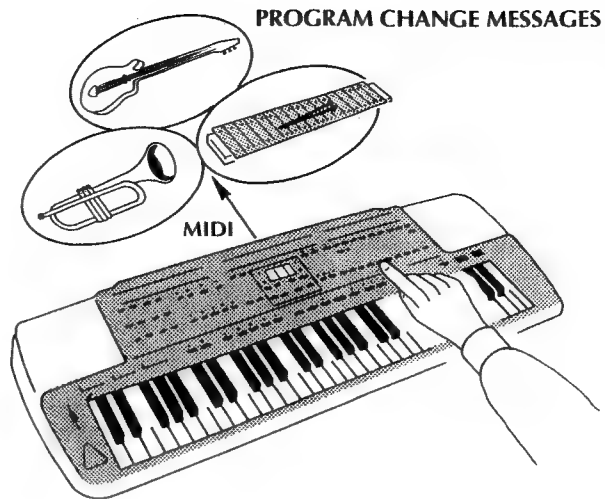
AFTERTOUCH MESSAGES



4) PROGRAM CHANGE MESSAGES

PROGRAM CHANGE MESSAGES (numbered 1 to 128) are used to select different sounds or programs.

The selected sound or program depends on the MIDI device which receives the Program Change Message. (Refer to the Owner's Manual of specific devices for information on PROGRAM CHANGES).



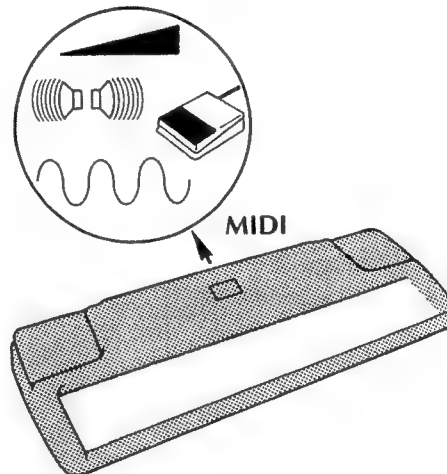
5) CONTROL CHANGE MESSAGES

CONTROL CHANGE MESSAGES allow you to add more expression to a musical performance by controlling the VIBRATO, SUSTAIN, VOLUME, PAN POT effects and other parameters (for instance BANK SELECT) of the sound source.

CONTROL CHANGE MESSAGES contain a number which indicates the function they control.

The parameters that can be controlled depends on the receiving device

CONTROL CHANGE MESSAGES



System Messages

SYS EX (System Exclusive) and other messages used for synchronization are included in this group.

a) COMMON MESSAGES

These messages include Song Select and SONG POSITION POINTER messages which specify the location within a song.

b) REAL TIME MESSAGES

REAL TIME messages are used to synchronize playback or recording.

They include MIDI Clock, messages (which define the Tempo), Start/Stop and Continue messages.

c) ACTIVE SENSING MESSAGES

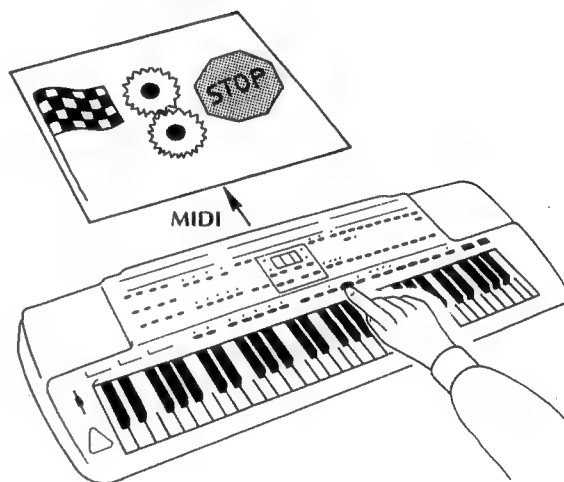
ACTIVE SENSING messages are transmitted at regular intervals to check the integrity of the MIDI connections.

d) SYSTEM EXCLUSIVE MESSAGES

The SYSTEM EXCLUSIVE messages contain data unique to a specific family of devices from a particular manufacturer. They are used to exchange data between two of the same instrument, for example.

Your E-66 can receive and record System Exclusive data in its RECORDER and then play it back.

REAL TIME MESSAGES



MIDI Implementation Chart

Although MIDI allows many devices to share performance information, not all devices can 'understand' every type of MIDI message.

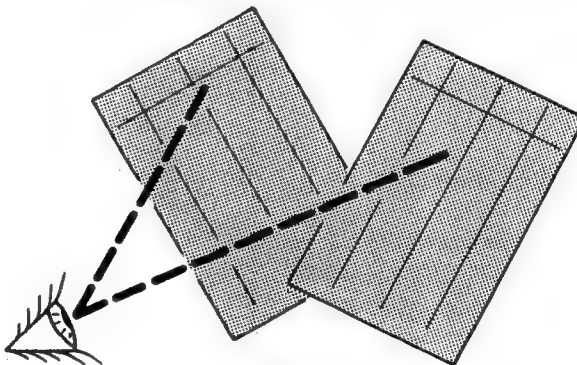
For example, if a keyboard transmitting AFTERTOUCH messages is connected to a sound module which cannot 'understand' them, the messages will be ignored.

MIDI messages are 'meaningful' only if both the transmitting and receiving devices can 'understand' them.

For this reason every owner's manual of a MIDI instrument contains a "MIDI IMPLEMENTATION CHART" (the E-66 chart is on pages 108 and 109).

To determine what messages can be successfully exchanged, simply compare the charts of the devices in question.

MIDI IMPLEMENTATION CHARTS



The General MIDI(GM) System and the Roland GS Format



What is the General MIDI System?

The GM System is a universal set of specifications for sound generating devices which has been agreed upon by both the Japanese MIDI Standards Committee and the American MMA (MIDI Manufacturers' Association).

These specifications seek to allow for the creation of music data which is not limited to equipment by a particular manufacturer or to specific models.

The GM System defines things such as the mini-mum number of voices that should be supported, the MIDI messages that should be recognized, which sounds correspond to which Program Change numbers, and the layout of rhythm sounds on the keyboard.

Thanks to these specifications, any device that is equipped with sound sources supporting the GM System will be able to accurately reproduce GM Scores (music data created for the GM System), regardless of the make or model.



What is the Roland GS Format?

The GS Format is a standardized set of specifications for Roland's sound sources which defines the manner in which multi-timbral sound generating units will respond to MIDI messages.

The GS Format also complies with the GM System. In addition, the GS Format also defines a number of other details. These include unique specifications for sounds and the functions available for Tone editing and effects (chorus & reverb), and other specifications concerning the manner in which sound sources will respond to MIDI messages.

Any device that is equipped with GS Format sound sources can faithfully reproduce GS Music Data (music data created under the GS Format).

Any product carrying both the GM and GS logos can reproduce any song data bearing either logo.

Using MIDI

MIDI is an acronym for *Musical Instrument Digital Interface* - a industry-wide communications standard for the exchange of performance information among MIDI-equipped instruments and devices.

Before making any connections with other devices, be sure the E-66 and all external devices are turned off.

The E-66 has three MIDI sockets on its rear panel:

a) MIDI IN:

This socket is used to receive performance information from an external MIDI device. The data received here can control the E-66, just as if its buttons and keys were being pressed.

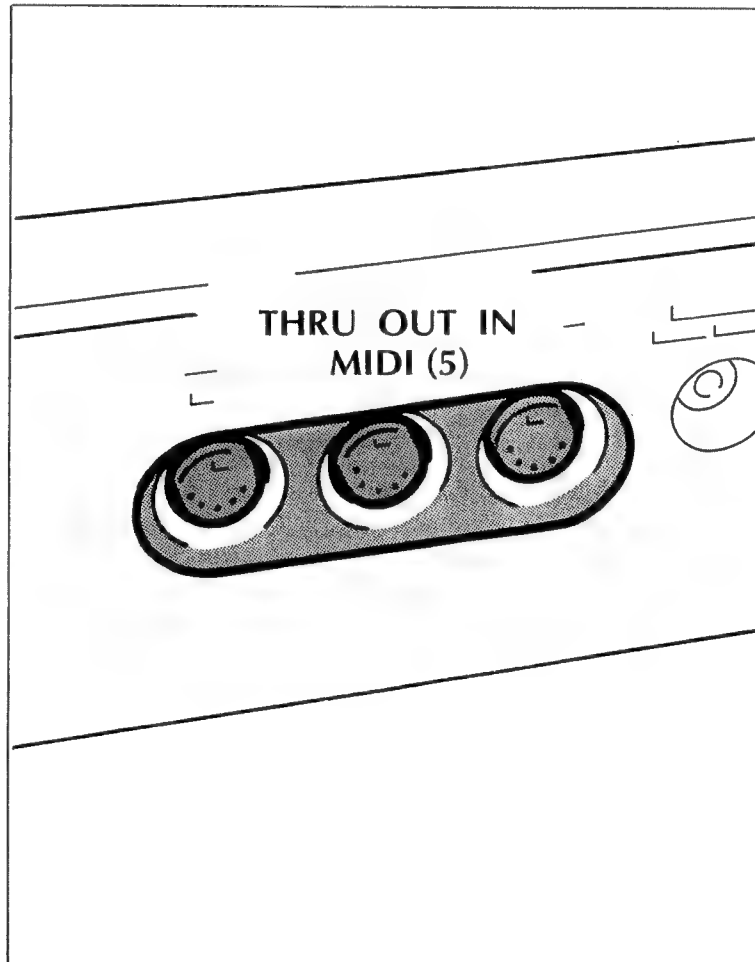
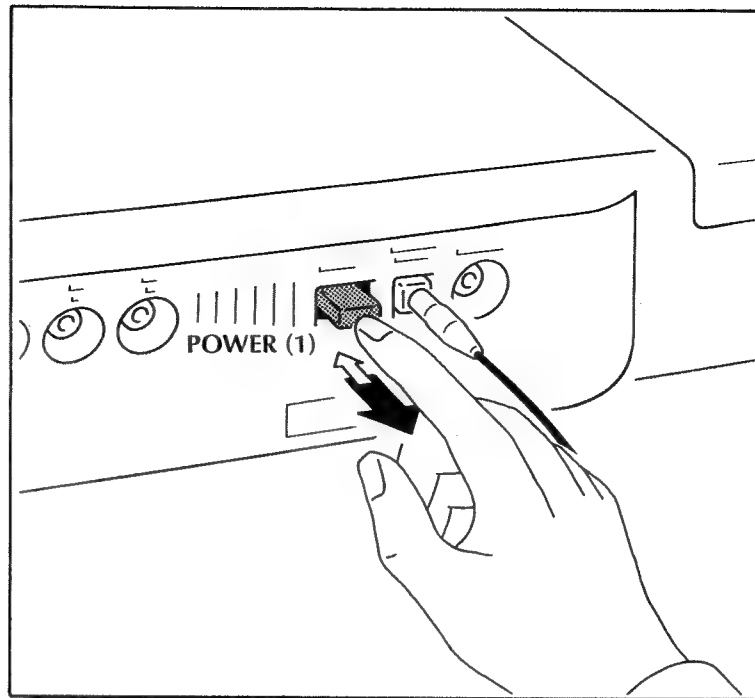
* The data received by this socket is not re-transmitted through the MIDI OUT socket.

b) MIDI OUT:

This socket is used to transmit the E-66's performance data to some external MIDI device, thereby controlling its sounds and functions.

c) MIDI THRU:

This socket is used to re-transmit messages received by MIDI IN. Use this socket to connect more MIDI devices.



MIDI connections are made using special MIDI cables.

These (optional) cables physically link one MIDI device to another. For further information, please refer to "The Basics of MIDI" (page 79).

Technical data is available in the MIDI Implementation Charts on pages 108 and 109.

When using the E-66 to control sound modules (or other synthesizers), connect the devices as shown in figure A.

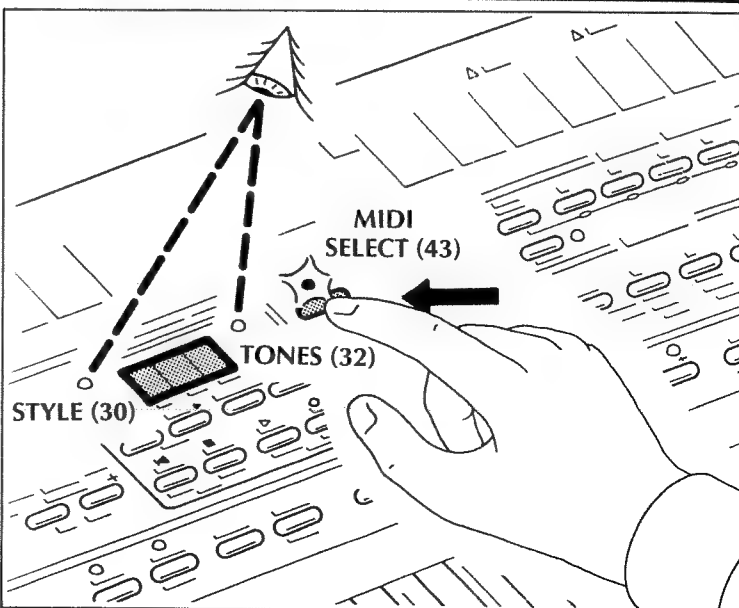
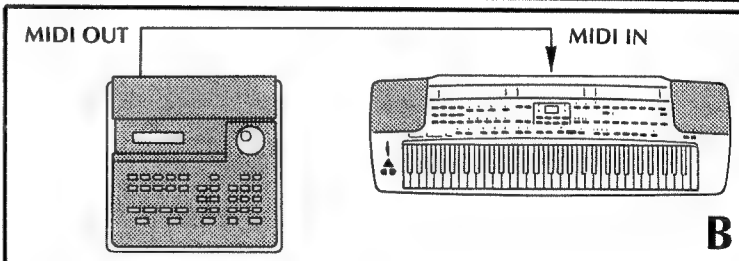
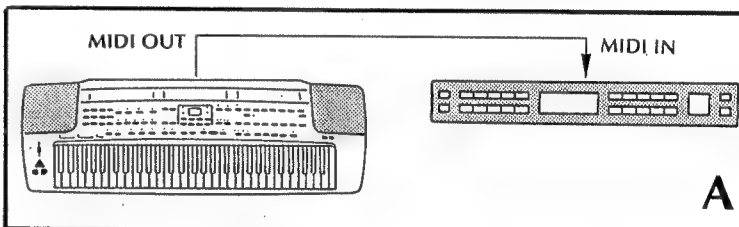
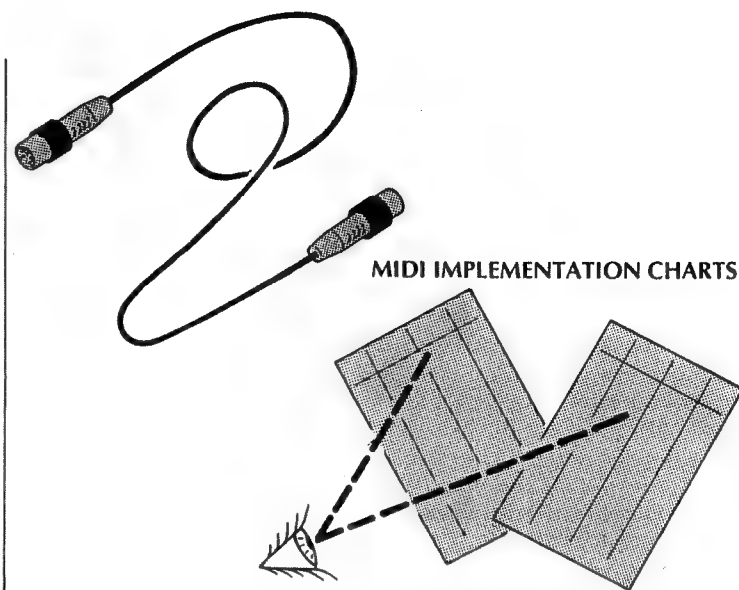
When a MIDI sequencer (or keyboard) is used to control the E-66, connect the devices as shown in figure B.

MIDI Parameters

By pressing the MIDI SELECT button [43] (so the LED lights) it is possible to modify the available MIDI parameters.

(At this time, both the STYLE [30] and TONES [32] LEDs will be dark).

The display will show the MIDI parameter and (at the appropriate time) the currently assigned value.



When the MIDI LED [43] is lit, the TUNE buttons [28] will select the various MIDI PARTS [28] (parameters), and the TRANSPOSE buttons [39] can be used to set or change the MIDI DATA [29] (value) of each parameter.

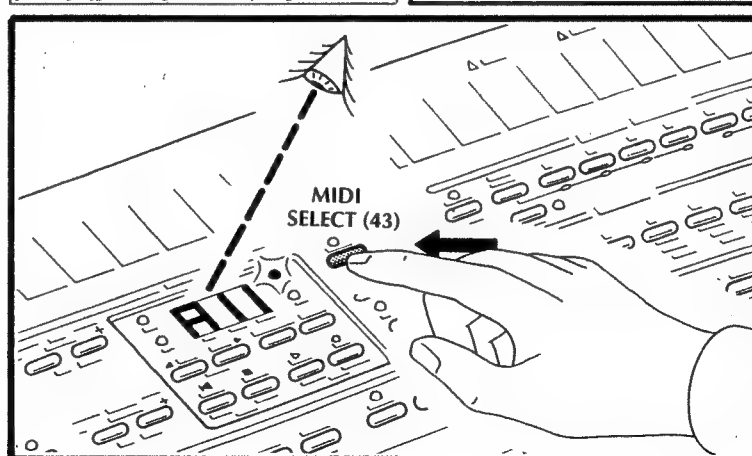
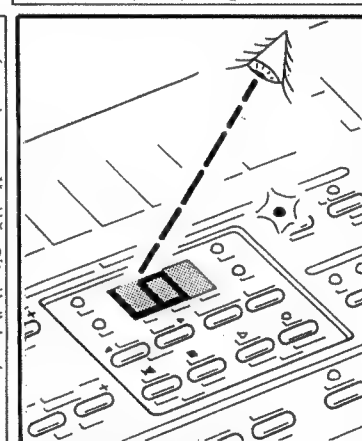
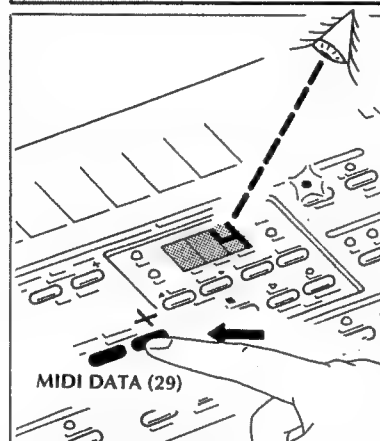
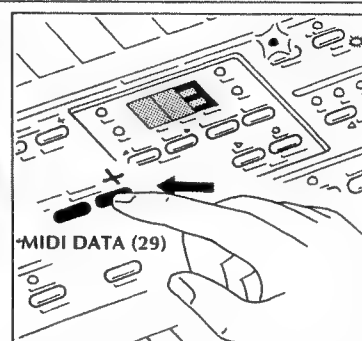
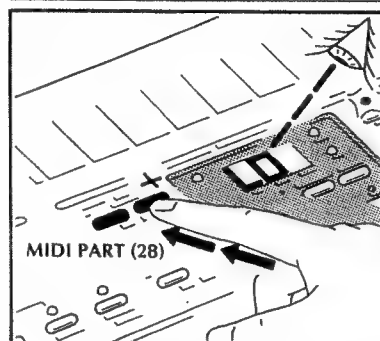
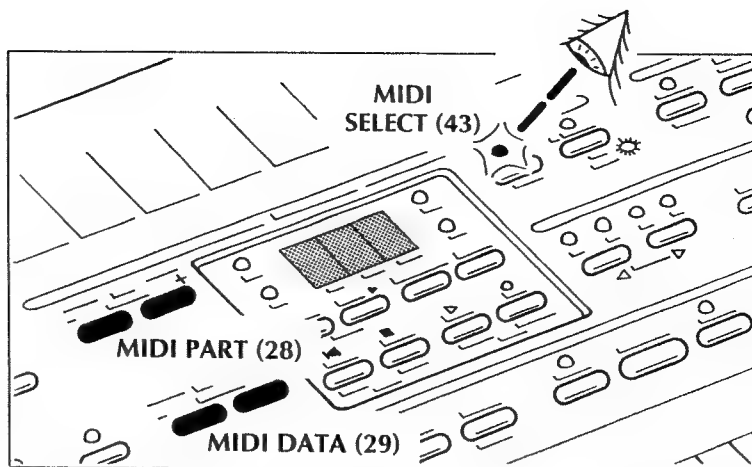
You can select any MIDI PART (parameter) using the '+' and '-' buttons [28].

Once you have selected the desired parameter, you can change the MIDI DATA (value) using the '+' and '-' buttons [29]; the current value will be displayed for a few seconds.

If you press and hold either MIDI DATA [29] button, the value will change continuously.

When you release either MIDI DATA [29] button, the set value will be displayed for a few seconds, and then the display will indicate the selected MIDI parameter.

To exit the MIDI mode, press the MIDI SELECT button [43] again (so the LED goes out); the display will return to its previous state — indicating the selected TONE or MUSIC STYLE.



The General MIDI (GM) Mode

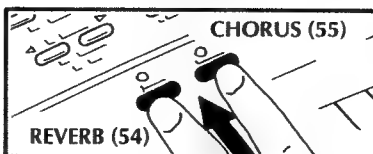
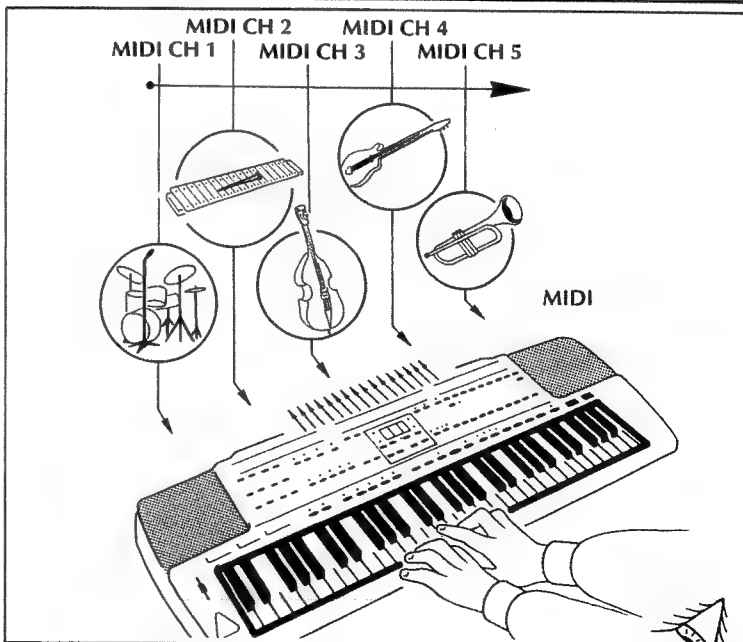
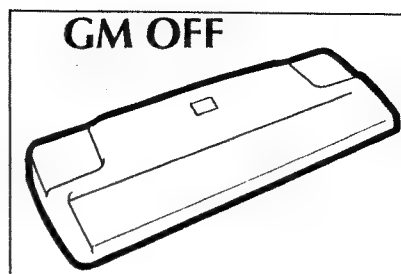
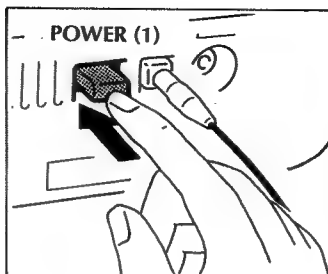
The E-66 features two different modes of operation: the Standard mode (selected every time the instrument is turned on), and the GM mode.

The Standard mode allows you to use the E-66's great features that are accessible through the KEYBOARD MODE section: the Arranger, various Tones and keyboard configurations.

The GM mode, however, can instantly turn your E-66 into a General MIDI sound generating device. (See GM System information on page 87).

In the GM mode, the E-66 can receive incoming MIDI data for all 16 of its 'parts.' (This means that the E-66 can play 16 different musical parts at the same time, each using a different sound. We refer to this type of instrument as being 'multi-timbral': playing 'many sounds' at once.) In this mode, you can also enable/disable data reception on each of its 16 MIDI channels. In addition, it will also allow you to play a part on the keyboard (GM melody) along with the incoming music data (GM BASE) or played by the internal MIDI File Player.

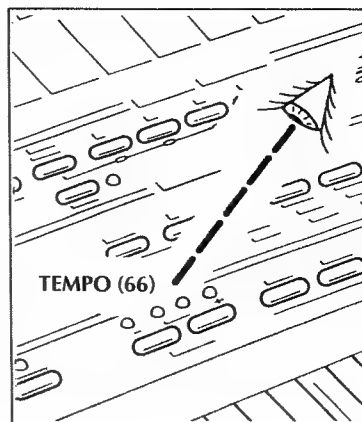
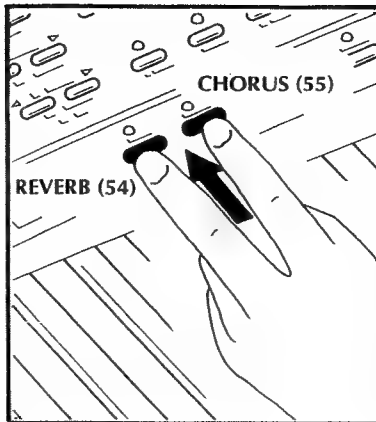
To enable the GM mode, press and hold the REVERB button [54] and CHORUS button [55] simultaneously. In a few seconds the four TEMPO LEDs [66] will light indicating that the GM mode is in effect.



To return to the standard operating mode, again press and hold the REVERB [54] and CHORUS [55] buttons simultaneously.

In a few seconds the TEMPO LEDs [66] will go out indicating that the E-66 is operating in the Standard mode once again.

When in the GM mode, the following functions are available:



BALANCE Section buttons:

- (13) **GM MELODY** -,+
(UPPER)
- (15) **GM ACCOMP** -,+
(ACCOMP)
- (17) **GM BASS** -,+
(BASS)
- (14) **GM HARMONY** -,+
(LOWER)
- (16) **GM DRUMS** -,+
(DRUMS)
- (18) **GM PIANO** -,+
(M. DRUMS)

MASTERS Section buttons:

- (43) **MIDI SELECT**
- (44) **KBD VELOCITY**
- (28) **MIDI PART (TUNE)**
- (29) **MIDI DATA**
(TRANPOSE)
- (54) (55) **GM ON/OFF**
(EFFECTS)

FADE OUT Button: (57)

KBD MODE: (27) UPPER

TONE Section:

- (52) **GROUP A / b**
- (53) **BANK 1-8**
- (53) **NUMBER 1-8**
- (51) **TONE VARIATION**
- (45) **SELECT: UPPER**

DISPLAY Section (31):GROUP
BANK
NUMBER
TONES

See GM MODE PARAMETERS (page 96) for a list of parameters available in the GM mode.

Some MIDI settings (for both standard and GM mode) will be retained in memory even when the E-66 is turned off.

The symbol ○ shows the parameters which will be retained in memory when the instrument is turned off.

The symbol ● shows the parameters which will NOT be retained in memory when the instrument is turned off.

The word "COMMON" identifies the parameters which are common to both modes.

Standard Mode Parameters (GM OFF)

MIDI Channel of TX and RX for
UPPER section. Value range:
1-16/OFF. Default value: 4.

MIDI Channel of TX and RX for
LOWER section. Value range:
1-16/OFF. Default value: 11.

MIDI Channel of TX and RX for
M. BASS section. Value range:
1-16/OFF. Default value: 12.

MIDI Channel of TX and RX for
M.DRUMS section. Value range:
1-16/OFF. Default value: 16.

MIDI Channel of TX and RX for
A.DRUMS section. Value range:
1-16/OFF. Default value: 10.

MIDI Channel of TX and RX for
A.BASS section. Value range:
1-16/OFF. Default value: 2.

MIDI Channel of TX and RX for
ACC1 section. Value range:
1-16/OFF. Default value: 1.

MIDI Channel of TX and RX for
ACC2 section. Value range:
1-16/OFF. Default value: 3.

MIDI Channel of TX and RX for
ACC3 section. Value range:
1-16/OFF. Default value: 5.

MIDI Channel of TX and RX for
ACC4 section. Value range:
1-16/OFF. Default value: 7.

MIDI Channel of TX and RX for
ACC5 section. Value range:
1-16/OFF. Default value: 8.

MIDI Channel of TX and RX for
ACC6 section. Value range:
1-16/OFF. Default value: 9.

MIDI Channel of RX for RECEIVE
ONLY 1 section. Value range:
1-16/OFF. Default value: OFF.

DISPLAY POSSIBLE VALUES

0	04	000 ~ 00F / 0FF
0	0B	000 ~ 00F / 0FF
0	0C	000 ~ 00F / 0FF
0	0E	000 ~ 00F / 0FF
0	0A	000 ~ 00F / 0FF
0	02	000 ~ 00F / 0FF
0	01	000 ~ 00F / 0FF
0	03	000 ~ 00F / 0FF
0	05	000 ~ 00F / 0FF
0	07	000 ~ 00F / 0FF
0	08	000 ~ 00F / 0FF
0	09	000 ~ 00F / 0FF
0	0F	000 ~ 00F / 0FF

	DISPLAY	POSSIBLE VALUES
MIDI Channel RX for RECEIVE ONLY 2 section. Value range: 1-16/OFF. Default value: OFF.	0	~ /
MIDI Channel RX for RECEIVE ONLY 3 section. Value range: 1-16/OFF. Default value: OFF.	0	~ /
MIDI Channel of RX for NOTE TO ARR 1 section. Value range: 1-16/OFF. Default value: 13.	0	~ /
MIDI Channel of RX for NOTE TO ARR 2 section. Value range: 1-16/OFF. Default value: OFF.	0	~ /
MIDI Channel of TX and RX for Styles Program Changes. Value range: 1-16/OFF. Default value: 10.	0	~ /
Synchronization mode. Value range: INT/MD1, MD2/AU1, AU2/RM1, RM2. Default value: INT. COMMON .	0	
Filter for RX and TX of Volume messages (CC07). Value range: ON/OFF. Default value: ON.	0	
Filter for RX and TX of Program Change messages. Value range: ON/OFF. Default value: ON.	0	
Filter for RX and TX of PITCH BENDER messages. Value range: ON/OFF. Default value: ON.	0	
Filter for RX and TX of MODULATION messages. Value range: ON/OFF. Default value: ON.	0	
Filter for RX and TX of SUSTAIN messages. Value range: ON/OFF. Default value: ON.	0	
Filter for RX and TX of NRPN messages. Value range: ON/OFF. Default value: OFF.	0	
Transpose mode. Value range: INT/MFP/MID/I-P/I-M/P-M/ALL. Default value: INT. COMMON .	0	
M. BASS decay. Value range: -50/+50. Default value: 0.	0	~ /

GM Mode Parameters (GM ON)

Transpose mode. Value range:
INT/MFP/MID/I-P/I-M/P-M/ALL.
Default value: INT. **COMMON**

MUTE MODE
Value range: INT/ALL
Default value: ALL.

UPPER TX MIDI CHANNEL
Value range: 1-16/OFF
Default value: 4.

SMF Part 1 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 2 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 3 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 4 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 5 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 6 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 7 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 8 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 9 On/Off
Value range: ON/OFF
Default value: ON.

SMF Part 10 On/Off
Value range: ON/OFF
Default value: ON.

DISPLAY POSSIBLE VALUES

0	INT	INT OFF MID I-P I-M P-M ALL
0	MUTE	INT ALL
0	04	001 ~ 016 / OFF
0	P1	ON OFF
0	P2	ON OFF
0	P3	ON OFF
0	P4	ON OFF
0	P5	ON OFF
0	P6	ON OFF
0	P7	ON OFF
0	P8	ON OFF
0	P9	ON OFF
0	P10	ON OFF

SMF Part 11 On/Off
 Value range: ON/OFF
 Default value: ON.

SMF Part 12 On/Off
 Value range: ON/OFF
 Default value: ON.

SMF Part 13 On/Off
 Value range: ON/OFF
 Default value: ON.

SMF Part 14 On/Off
 Value range: ON/OFF
 Default value: ON.

SMF Part 15 On/Off
 Value range: ON/OFF
 Default value: ON.

SMF Part 16 On/Off
 Value range: ON/OFF
 Default value: ON.

LOCAL ON/OFF control
 Value range: ON/OFF.
 Default value: ON.

Synchronization mode
 Value range: INT/MD1/MD2/
 AU1/AU2/RM1/RM2. Default
 value: INT. **COMMON.**

DISPLAY POSSIBLE VALUES

○		
○		
○		
○		
○		
○		
●		
○		

MIDI Parameter Initialization: Standard Mode

To quickly reset all the standard mode parameters to their factory default values, follow this procedure:

With the E-66 OFF:

Press and hold the REC button [42] of the DISK RECORDER, and then press the POWER button [1].

The display reads "FSt" (Factory Setup).

The default values of all MIDI parameters are restored.

MIDI Parameters which can be changed using assigned buttons and retained in memory even when the instrument is turned off.

GM MELODY VOLUME

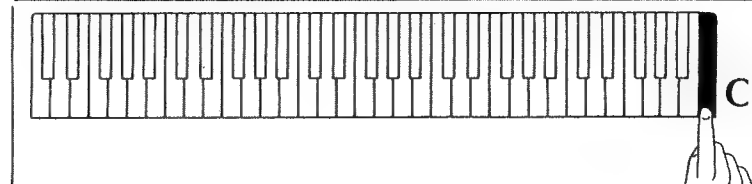
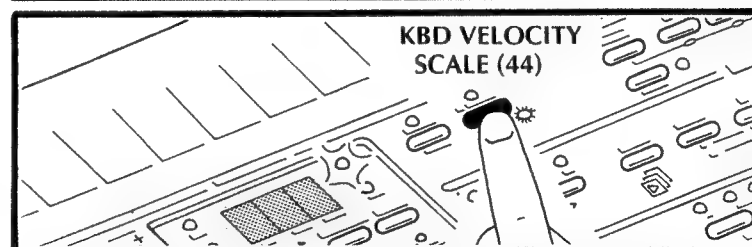
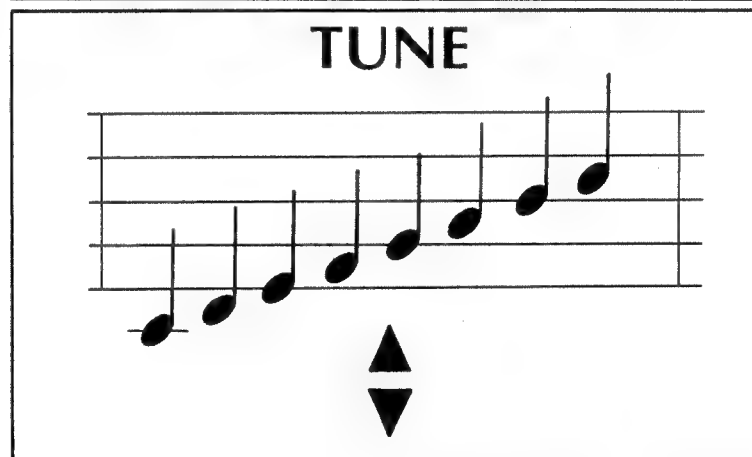
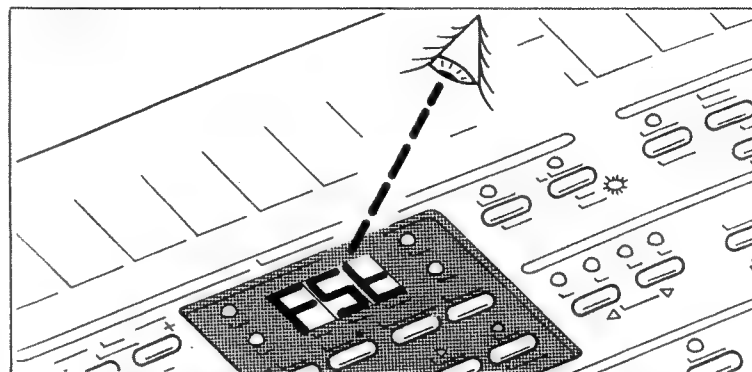
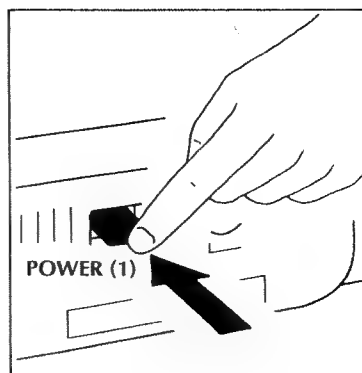
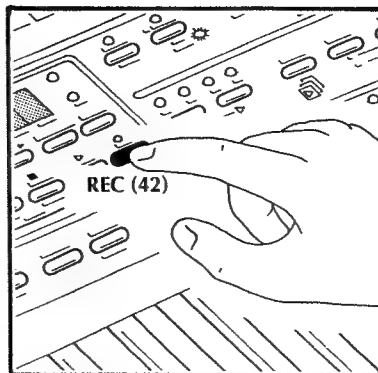
MASTER TUNE / **Common**

SPLIT POINT

KBD SCALE ASSIGN (UPPER/ALL)

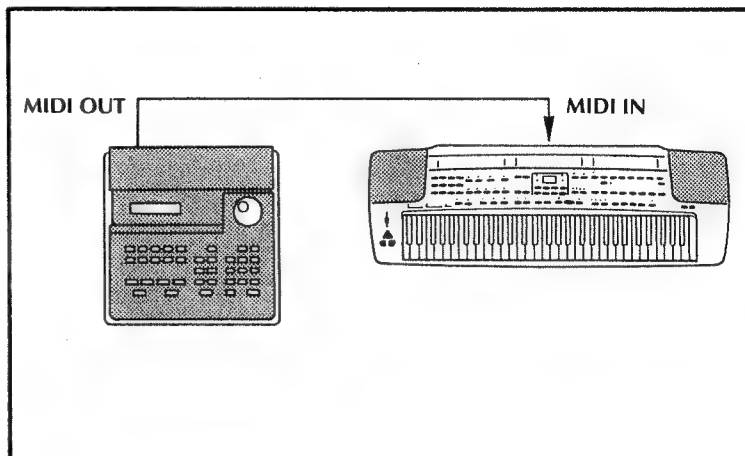
KBD SCALE / **Common***

* When the instrument is turned off, the standard tuning (the 12-tone scale) is resumed, but the tuning previously set will be retained in memory and can be recalled by simultaneously pressing the KBD VELOCITY/SCALE button and the key farthest to the right on the keyboard (the note C).



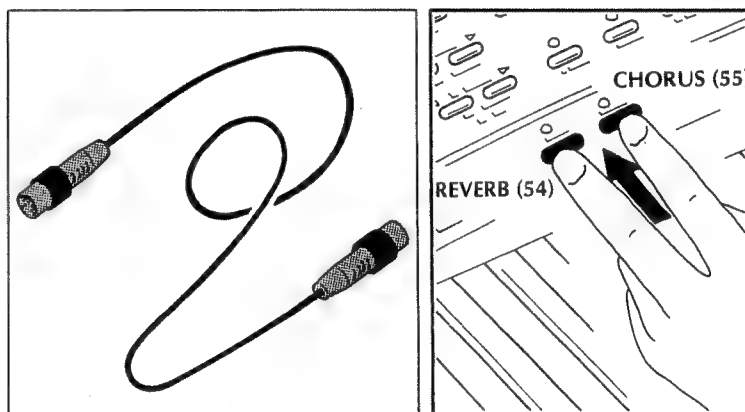
Using the GM Mode

The GM/GS mode allows you to use the E-66 as a General MIDI sound module. Using the internal MIDI File Player or connecting the E-66 to a MIDI sequencer, the GM/GS Scores (song data) played by the sequencer can use the Tones inside the E-66. You can play along on the E-66's keyboard at the same time.

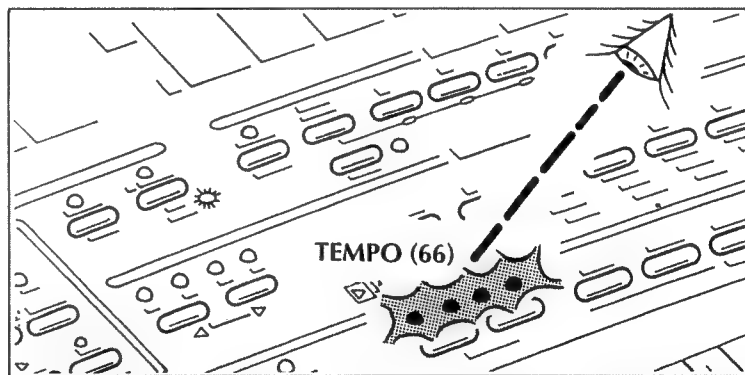


Connections:

With a MIDI cable, connect the MIDI OUT socket of a Playback device (sequencer or MIDI File Player) to the MIDI IN socket of the E-66.

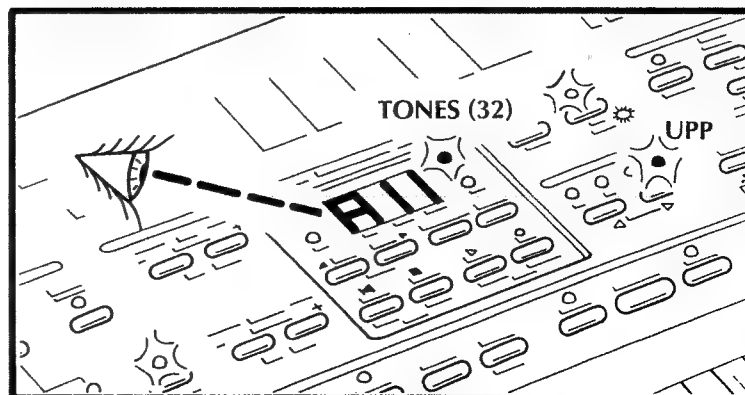


Press and hold the CHORUS button [55] and the REVERB ON/OFF button [54] simultaneously. (Together these buttons turn the GM/GS mode on and off). In a couple of seconds, the TEMPO LEDs [66] will light.



The display will show the currently selected Upper Tone.

When playing back GM/GS song data from a sequencer, it is possible to achieve the desired volume balance among the musical parts using buttons in the E-66's BALANCE section. (See the following pages).



Volume Balance GM Mode

GM Melody

In the GM mode, the UPPER buttons [13] in the BALANCE section will control the volume of the melody part of the GM song data (MIDI channel 4). Whenever one of these buttons is pressed, the display will indicate the current volume level (OFF/0—127) for a few seconds.

GM Harmony

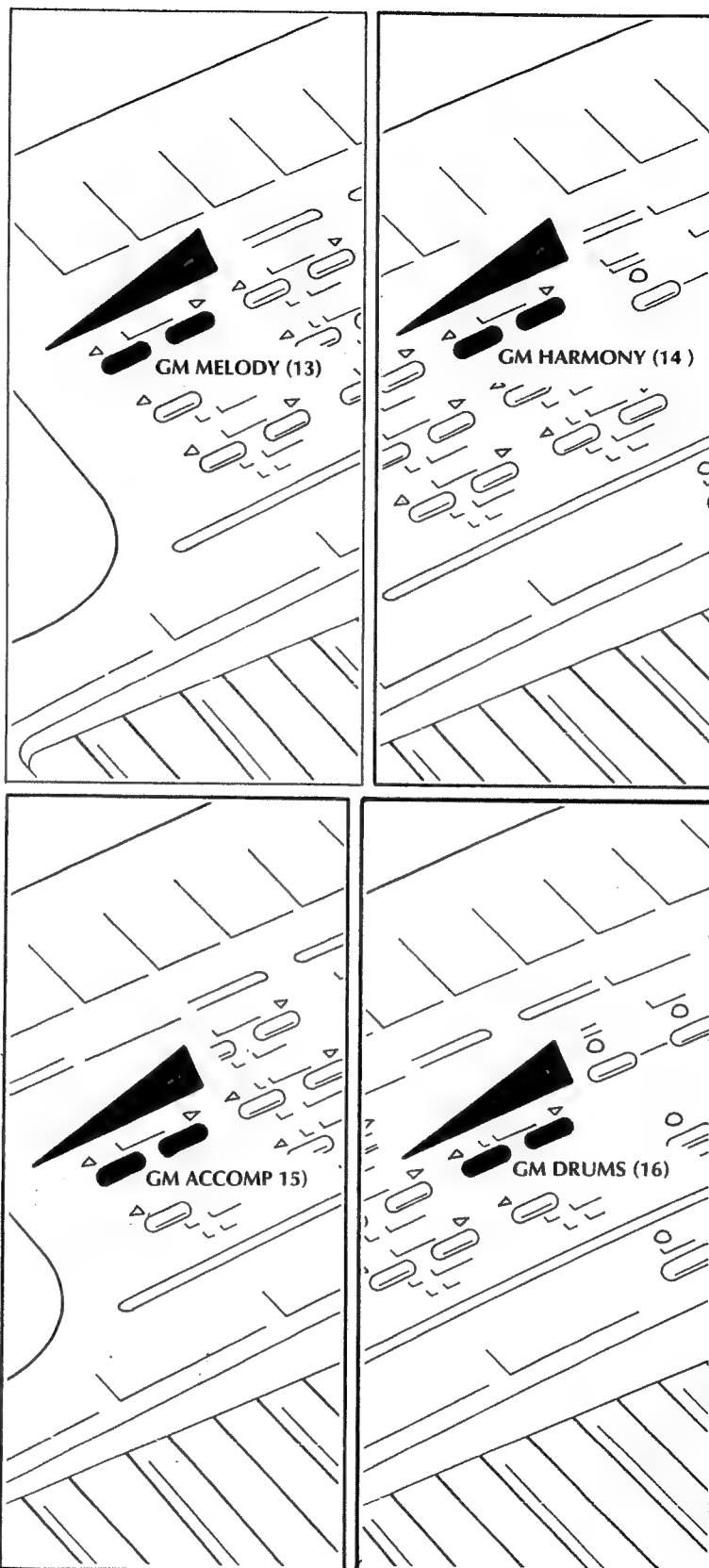
In the GM mode, the LOWER buttons [14] in the BALANCE section will control the volume of the harmony part of the GM song data (MIDI channel 3). Whenever one of these buttons is pressed, the display will indicate the current volume level (OFF/0—127) for a few seconds.

GM Accomp

In the GM mode, the ACCOMP buttons [15] in the BALANCE section will control the volume of the accompaniment part of the GM song data (MIDI channels 1—16). Whenever one of these buttons is pressed, the display will indicate the current volume level (OFF/0—127) for a few seconds.

GM Drums

In the GM mode, the A.DRUMS buttons [16] in the BALANCE section will control the volume of the drum part of the GM song data (MIDI channel 10). Whenever one of these buttons is pressed, the display will indicate the current volume level (OFF/0—127) for a few seconds.



GM Bass

In the GM mode, the BASS buttons [17] in the BALANCE section will control the volume of the bass part of the GM song data (MIDI channel 2).

Whenever one of these buttons is pressed, the display will indicate the current volume level (OFF/0—127) for a few seconds.

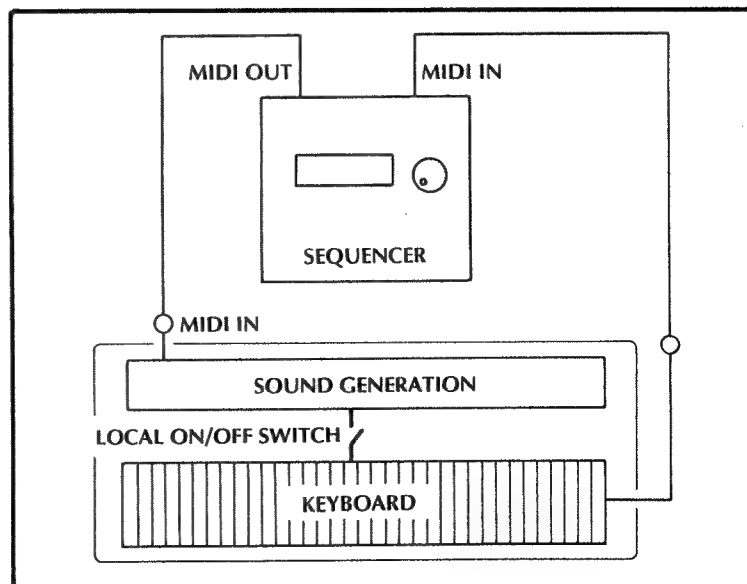
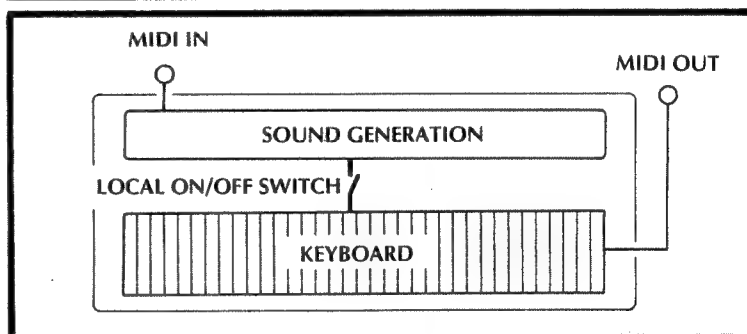
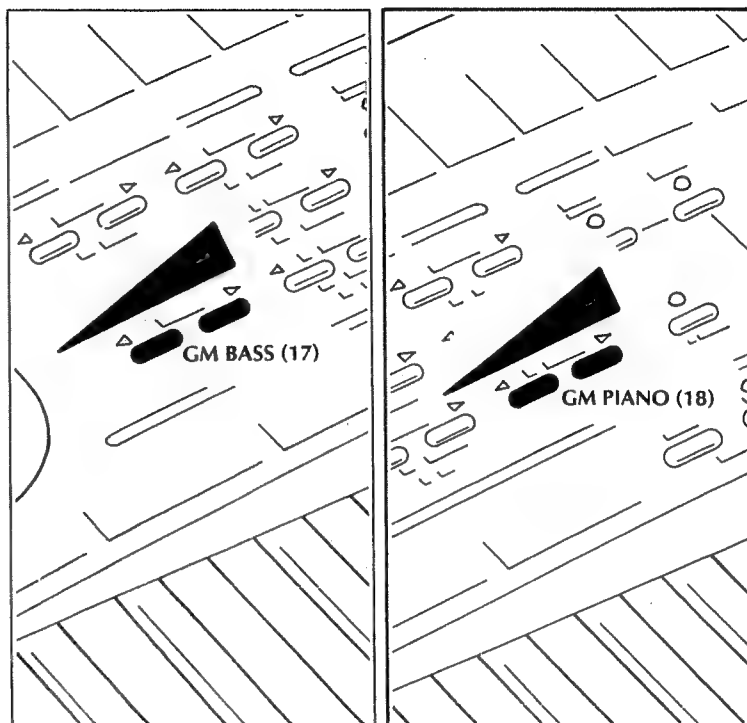
GM Piano

In the GM mode, the M. DRUMS buttons [18] in the BALANCE section will control the volume of the piano part of the GM song data (MIDI channel 1). Whenever one of these buttons is pressed, the display will indicate the current volume level (OFF/0—127) for a few seconds.

Whenever the GM mode is selected, the Local Control parameter allows you to internally disconnect the E-66's keyboard from its sound source. This parameter is particularly useful when you have the E-66 connected to a MIDI sequencer (Roland's MC-500 for example) or a personal computer.

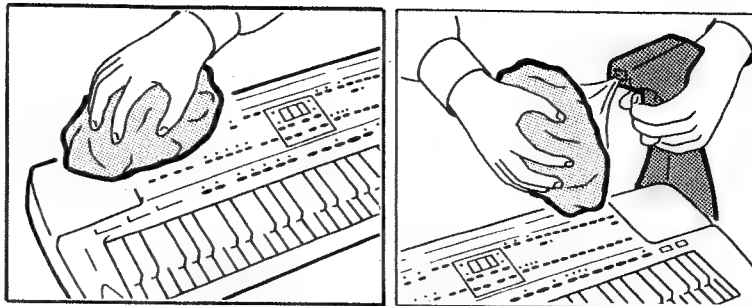
In such a case, make the following connections: Connect the E-66's MIDI OUT to the MIDI IN of the sequencer, and the MIDI OUT on the sequencer to the E-66's MIDI IN.

Turn the GM mode on (as described on page xx), set the LOCAL parameter to OFF, and turn the sequencer's SOFT THRU function ON. (Refer to your sequencer manual for details).

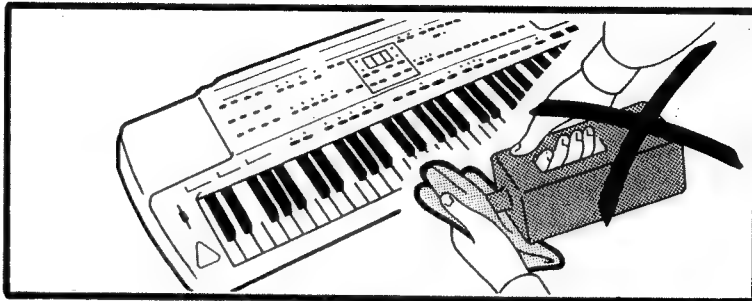


Instrument Care

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.



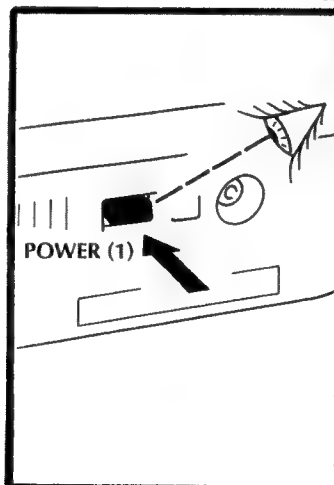
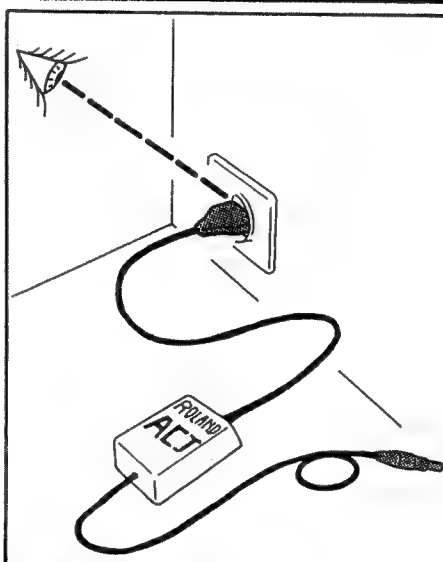
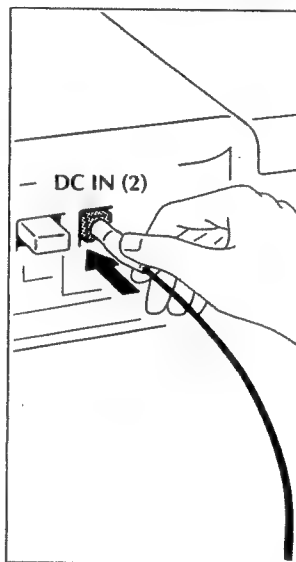
- **Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.**



If your E-66 fails to operate

Check the following:

- Is the AC adaptor properly connected to the DC IN [2] socket on the rear panel?
- Is the AC adaptor connected to a wall outlet? (Connect a lamp or radio to the wall outlet to test that it's working properly.)
- Is the POWER switch on?
- If you cannot resolve the problem, please contact your retailer or nearest Roland Service Center.



*** Never open the instrument or attempt any repairs. Refer all servicing to qualified service personnel.**

C-66 INTELLIGENT SYNTHESIZER



TONES and VARIATIONS / DRUM SETS

Piano

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A11	1	00		Piano 1	1
A11	2	08		Piano 1w	2(D)
A11	2	16		Piano 1d	1
A12	2	00		Piano 2	1
A12	3	08		Piano 2w	2(D)
A13	3	00		Piano 3	1
A14	4	00		Piano 3w	2(D)
A14	4	08		Honky-tonk	2(D)
A14	4	16		Honky-tonk w	1
A15	5	00		E.Piano 1	1
A15	5	08		Detuned EP 1	2(D)
A15	5	16		E.Piano 1v	2(VM)
A15	5	24		60's E.Piano	2(D)
A16	5	00		E.Piano 2	1
A16	5	08		Detuned EP 2	2(D)
A16	5	16		E.Piano 2v	2(VM)
A17	7	00		Harpsichord	1
A17	7	08		Coupled Hps.	2(D)
A17	7	16		Harpsi.w	2(D)
A17	7	24		Harpsi.o	2(KO)
A18	8	00		Clav.	1

Chr Perc.

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A21	9	00		Celesta	1
A22	10	00		Glockenspiel	1
A23	11	00		Music Box	1
A24	12	00		Vibraphone	1
A24	12	08		Vib.w	2(D)
A25	13	00		Marimba	1
A25	13	08		Marimba w	2(D)
A26	14	00		Xylophone	1
A27	15	00		Tubular-bell	1
A27	15	08		Church Bell	1
A27	15	16		Carillon	1
A28	16	00		Santur	1

Organ

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A31	17	00		Organ 1	1
A31	17	08		Organ 101	1
A31	17	16		Detuned Or.1	2(D)
A31	17	24		Organ 109	2(D)
A31	17	00		60's Organ1	1
A31	17	08		60's Organ2	1
A31	17	16		60's Organ3	1
A31	17	24		Organ 4	1
A31	17	32		Even Bars	2(D)
A32	18	00		Organ 2	1
A32	18	08		Organ 201	1
A32	18	16		Detuned Or.2	2(D)
A32	18	24		Organ 5	2(D)
A33	19	00		Organ 3	2(D)
A34	20	00		Church Org.1	1
A34	20	08		Church Org.2	2(D)
A34	20	16		Church Org.3	2(D)
A35	21	00		Reed Organ	1
A36	22	00		Accordion Fr	2(D)
A36	22	08		Accordion It	2(D)
A37	23	00		Harmonica	1
A37	23	08		Harmonica 2	1
A38	24	00		Bandoneon	2(D)

Guitar

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A41	25	00		Nylon-str.Gt	1
A41	25	08		Ukulele	1
A41	25	16		Nylon Gt.o	2(KO)
A41	25	24		Velo Harmnx	1(VS)
A41	25	32		Nylon Gt.2	1
A42	26	00		Steel-str.Gt	1
A42	26	08		12-str.Gt	2(D)
A42	26	16		Nylon+Steel	2(D)
A42	26	24		Mandolin	1
A42	26	32		Steel-str.Gt.2	1
A43	27	00		Jazz Gt.	1
A43	27	08		Hawaiian Gt.	1
A44	28	00		Clean Gt.	1
A44	28	08		Chorus Gt.	2(D)
A45	29	00		Muted Gt.	1
A45	29	08		Funk Gt.	1
A45	29	16		Funk Gt.2	1(VS)
A46	30	00		Overdrive Gt	1
A47	31	00		Distortion Gt	1
A47	31	08		Feedback Gt.	2(D)
A48	32	00		Gt.Harmonics	1
A48	32	08		Gt. Feedback	1
A48	32	16		Ac.Gt.Harmon	1

Bass

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A51	33	00		Acoustic Bs.	1
A52	34	00		Fingered Bs.	1
A53	35	00		Picked Bs.	1
A54	36	00		Fretless Bs.	1
A55	37	00		Slap Bass 1	1
A56	38	00		Slap Bass 2	1
A57	39	00		Synth Bass 1	1
A57	39	08		Synth Bass 101	1
A57	39	16		Synth Bass 3	1
A58	40	00		Synth Bass 2	2(D)
A58	40	08		Synth Bass 201	2(VM)
A58	40	16		Synth Bass 4	2(D)
A58	40	24		Rubber Bass	2(D)

Strings & orch.

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A61	41	00		Violin	1
A61	41	08		Slow Violin	1
A62	42	00		Viola	1
A63	43	00		Cello	1
A64	44	00		Contrabass	1
A65	45	00		Tremolo Str	1
A66	46	00		Pizzicato Str	1
A67	47	00		Harp	1
A68	48	00		Timpani	1

Ensemble

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A71	49	00		Strings	1
A71	49	08		Orchestra	2(D)
A72	50	00		Slow Strings	1
A73	51	00		Syn.Strings1	1
A73	51	08		Syn.Strings3	2(D)
A74	52	00		Syn.Strings2	2(D)
A75	53	00		Choir Aahs 1	1
A75	53	08		Choir Aahs 2	1
A76	54	00		Voice Chrs	1
A77	55	00		Syn.Vox	1
A78	56	00		OrchestraHit	2(D)

Brass

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
A81	57	00		Trumpet	1
A81	57	08		Trumpet2	1
A82	58	00		Trombone	1
A82	58	08		Trombone 2	2(D)
A83	59	00		Tuba	1
A84	60	00		Muted Trumpet	1
A85	61	00		French Horn	2(D)
A85	61	08		French Horn 2	2(D)
A86	62	00		Brass 1	1
A86	62	08		Brass 2	2(D)
A87	63	00		Synth Brass1	2(D)
A87	63	08		Synth Brass3	2(D)
A87	63	16		AnalogBrass1	2(D)
A88	64	00		Synth Brass2	2(D)
A88	64	08		Synth Brass4	1
A88	64	16		AnalogBrass2	2(D)

Reed

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B11	65	00		Soprano Sax	1
B12	66	00		Alto Sax	1
B12	66	08		Sax1	1(VS)
B13	67	00		Tenor Sax	1
B13	67	08		Sax2	1(VS)
B14	68	00		Baritone Sax	1
B15	69	00		Oboe	1
B16	70	00		English Horn	1
B17	71	00		Basoon	1
B18	72	00		Clarinet	1

Pipe

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B21	73	00		Piccolo	1
B22	74	00		Flute	1
B23	75	00		Recorder	1
B24	76	00		Pan Flute	1
B25	77	00		Bottle Blow	2(D)
B26	78	00		Shakuhachi	2(D)
B27	79	00		Whistle	1
B28	80	00		Ocarina	1

Synth Lead

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B31	81	00		Square Wave	2(D)
B31	81	08		Square	1
B31	81	16		Sine Wave	1
B32	82	00		Saw Wave	2(D)
B32	82	08		Saw	1
B32	82	16		Doctor Solo	2(D)
B33	83	00		Syn.Callope	2(D)
B34	84	00		Chiffer Lead	2(D)
B35	85	00		Charang	2(D)
B36	86	00		Solo Vox	2(D)
B37	87	00		5th Saw Wave	2(D)
B38	88	00		Bass & Lead	2(D)

Synth Pad

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B41	89	00		Fantasia	2(D)
B42	90	00		Warm Pad	1
B43	91	00		Polysynth	2(D)
B44	92	00		Space Voice	1
B45	93	00		Bowed Glass	2(D)
B46	94	00		Metal Pad	2(D)
B47	95	00		Halo Pad	2(D)
B48	96	00		Sweep Pad	1

Synth Sfx

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B51	97	00		Ice Rain	2(D)
B52	98	00		Soundtrack	2(D)
B53	99	00		Crystal	2(D)
B53	99	08		Syn Mallet	1
B54	100	00		Atmosphere	2(D)
B55	101	00		Brightness	2(D)
B56	102	00		Goblin	2(D)
B57	103	00		Echo Drops	1
B57	103	08		Echo Bell	2(D)
B57	103	16		Echo Pan	2(D)
B58	104	00		Star Theme	2(D)

Ethnic Misc

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B61	105	00		Sitar	1
B61	105	08		Sitar 2	2(D)
B62	106	00		Banjo	1
B63	107	00		Shamisen	1
B64	108	00		Koto	1
B64	108	08		Taisho Koto	2(D)
B65	109	00		Kalimba	1
B66	110	00		Bag Pipe	1
B67	111	00		Fiddle	1
B68	112	00		Shanai	1

Percussive

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
B71	113	00		Tinkle Bell	1
B72	114	00		Agogo	1
B73	115	00		Steel Drums	1
B74	116	00		Woodblock	1
B74	116	08		Castanets	1
B75	117	00		Talko	1
B75	117	08		Concert BD	1
B76	118	00		Melo. Tom 1	1
B76	118	08		Melo. Tom 2	1
B77	119	00		Synth Drum	1
B77	119	08		808 Tom	1
B77	119	16		Elec Perc	1
B78	120	00		Reverse Cym.	1

Sfx

Tone #	Var.	Pg#	CC#	Tone Name	No. of Voices
* B81	121	00		Gl.FretNoise	1
B81	121	01		Gl.Cut Noise	1
B81	121	02		String Slap	1
* B82	122	00		Breath Noise	1
B82	121	01		Fl Key Click	1
* B83	123	00		Seashore	1
B83	123	01		Rain	1
B83	123	02		Thunder	1
B83	123	03		Wind	1
B83	123	04		Stream	2(D)
B83	123	05		Bubble	2(D)
* B84	124	00		Bird	2(D)
B84	124	01		Dog	1
B84	124	02		Horse-Gallop	1
B84	124	03		Bird 2	1
* B85	125	00		Telephone 1	1
B85	125	01		Telephone 2	1
B85	125	02		DoorCreaking	1
B85	125	03		Door	1
B85	125	04		Scratch	1
B85	125	05		Windchime	2(D)
* B86	126	00		Helicopter	1
B86	126	01		Car-Engine	1
B86	126	02		Car-Stop	1
B86	126	03		Car-Pass	1
B86	126	04		Car-Crash	2(D)
B86	126	05		Siren	1
B86	126	06		Train	1
B86	126	07		Whistle	2(D)
B86	126	08		Ship	2(D)
B86	126	09		Burst Noise	2(D)
* B87	127	00		Applause	2(D)
B87	127	01		Laughing	1
B87	127	02		Screaming	1
B87	127	03		Punch	1
B87	127	04		Heart Beat	1
B87	127	05		Footsteps	1
* B88	128	00		Shot	1
B88	128	01		Machine Gun	1
B88	128	02		LaserGun	1
B88	128	03		Explosion	2(D)

INTERNAL MUSIC STYLES TABLE

BANK NUMBER	STYLE NAME	CC0	CC20	TEMPO
11	ROCK1	01	09	120
12	ROCK2	01	0A	127
13	RAP	21	02	101
14	HOUSE	02	0D	125
15	TECHNO	02	0E	126
16	DANCE	02	0F	114
17	FUNK1	03	06	106
18	FUNK2	03	07	85
21	8BEAT1	06	09	60
22	8BEAT2	06	0A	64
23	8BEAT3	06	0B	120
24	8BEAT4	06	0C	64
25	16BEAT1	07	0A	64
26	16BEAT2	07	0B	75
27	16BEAT3	07	0C	110
28	16BEAT4	07	0D	82
31	BOOGIE	09	03	164
32	ROCK'N1	0A	0C	125
33	ROCK'N2	0A	0D	184
34	TWIST	0A	0E	163
35	SL ROCK1	05	07	70
36	SL ROCK2	05	08	82
37	BALLAD1	04	08	110
38	BALLAD2	04	09	113
41	SLSWING1	0D	05	60
42	SLSWING2	0D	06	99
43	BLUES	2C	03	60
44	SWING	0C	05	149
45	BIG BAND	0E	03	135
46	SHUFFLE	0F	03	180
47	DIXIE	0B	03	180
48	CHARLEST	0B	04	212
51	BOSSA1	16	07	120
52	BOSSA2	16	08	110
53	LATIN	16	09	92
54	CHACHA	18	03	129
55	RHUMBA	17	03	114
56	POPROCK	27	06	131
57	BEGUINE	27	07	105
58	TANGO	1A	04	125
61	SAMBA1	1B	06	129
62	SAMBA2	1B	07	125
63	SALSA	19	02	94
64	MAMBO1	26	03	120
65	MAMBO2	26	04	99
66	CALYPSO	23	02	155
67	REGGAE	08	04	144
68	FUSION	1C	02	129
71	SL WALTZ	12	05	90
72	SW WALTZ	11	0B	149
73	WALTZ	11	0C	180
74	MARCH	14	05	114
75	FOXTROT	22	03	184
76	POLKA	13	06	129
77	BAROQUE	15	02	140
78	COUNTRY	10	05	129

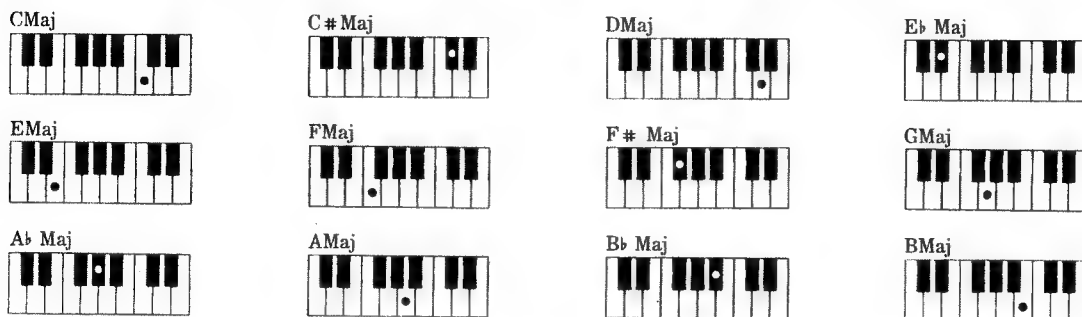
MSD-101 MUSIC STYLES TABLE

STYLE NUMBER	STYLE NAME	STYLE NUMBER	STYLE NAME	STYLE NUMBER	STYLE NAME
01	MAZURKA	25	ROCK'N4	46	PDOBLE
02	WALTZ5	26	ROCK'N5	47	KARS
03	FOXTRT2	27	ROCK'N6	48	ANADOLU
04	POLKA3	28	ROCK'N7	49	ARAB
05	QUADRGL	29	LIMBORK	50	MALFOUF
06	TARANTL			51	KERONCN
07	SALTARL	30	BOLERO	52	TROT
08	TANGO3	31	W'WALTZ	53	ENKA
		32	W'POLKA	54	G'POLKA
09	TWOSTEP	33	MARCH3	55	G'WALTZ
10	C'SWING	34	MINUET	56	MUSETTE
11	C'WLTZ2	35	TOCCATA	57	TURKISH 1
12	TRAIN'B	36	ROSSINI	58	TURKISH 2
13	BALLAD4	37	PAVANE		
14	BGRASS2			59	FAST4/4
15	CAJUN	38	BOSSA3	60	SLSHFFL
16	C'ROCK2	39	BOSSA4	61	CNTR2/4
		40	CHACHA2	62	SHFFLE3
17	DANCE2	41	RHUMBA2	63	FAST2/4
18	DANCE3	42	MAMBO2	64	BOOGIE3
19	DANCE4	43	BEGUIN3	65	SLOW4/4
20	DANCE5	44	SAMBA4	66	60'S
21	DANCE6	45	SAMBA5		
22	DANCE7				
23	DANCE8				
24	DANCE9				

PLAYING INTELLIGENT CHORDS

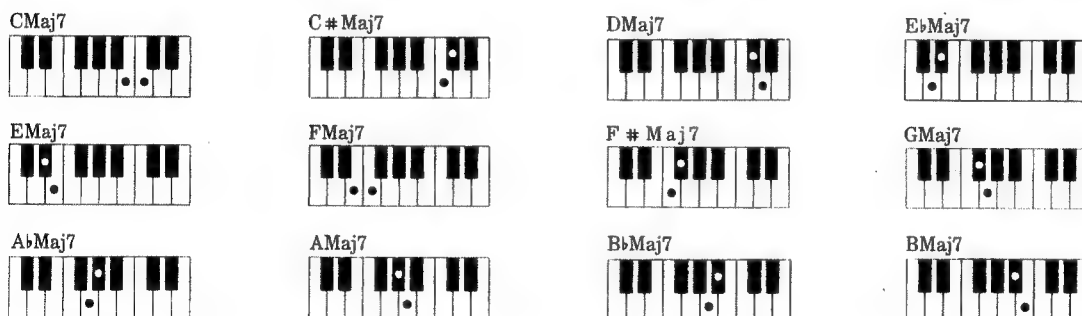
- MAJOR CHORDS (MAJ)

Playing just one key in the lower section of the keyboard will produce the Major chord of the same name; that is, playing C will give you C Major; G will give your G Major, etc.



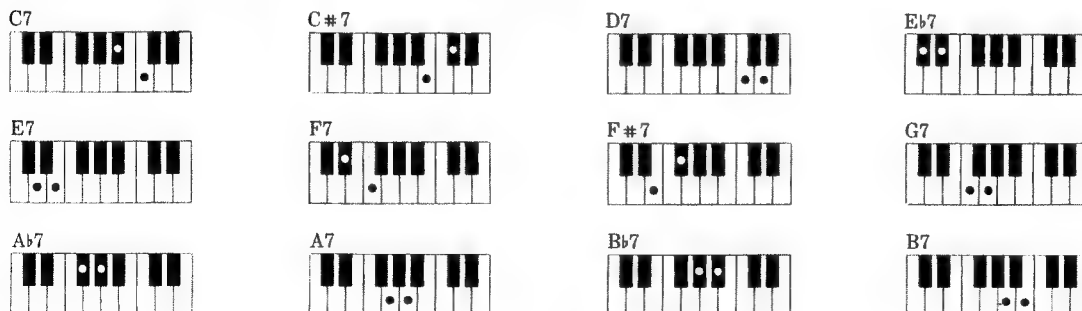
- MAJOR SEVENTH CHORDS (MAJ7)

Major seventh chords can be formed by playing the one-note Major chord along with the note immediately to the left.



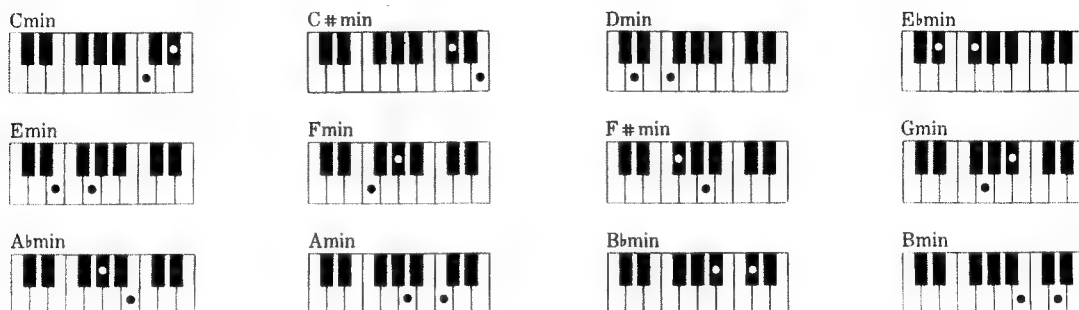
- SEVENTH CHORDS (7)

Two-note seventh chords can be formed by playing the one-note Major chord along with the note a whole step (two keys) to the left.



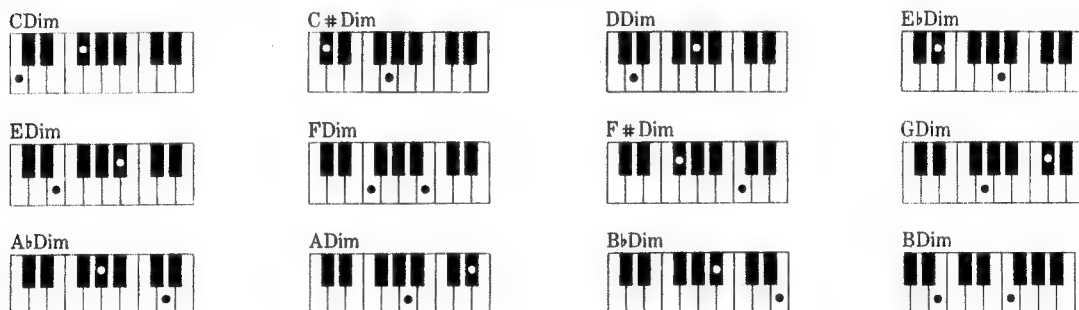
- MINOR CHORDS (MIN)

Minor chords are formed by playing the one-note chord with an added note a minor third higher (three keys to the right).



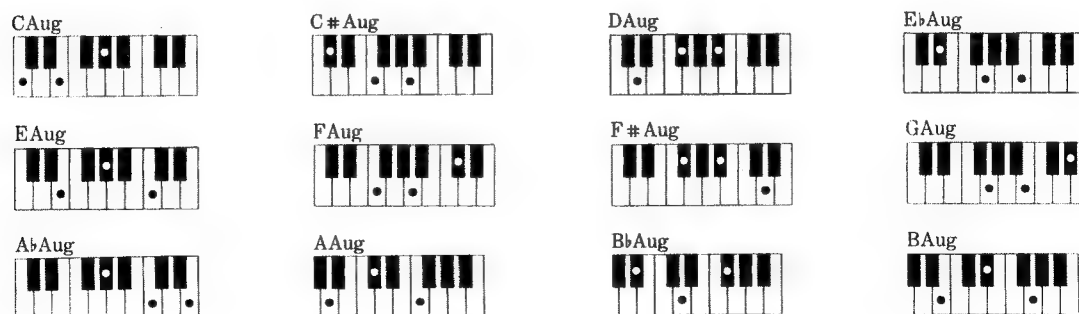
- DIMINISHED CHORDS (DIM)

Diminished chords are played as two note chords.



- AUGMENTED CHORDS (AUG)

Augmented chords are played as three-note chords.



* Without turning off the CHORD INTELLIGENCE, chords can still be played in the conventional way as well as the easy way described above.

MIDI IMPLEMENTATION CHART

INTELLIGENT SYNTHESIZER (Arranger Section)
Model E-66

Date: January 1994
Version: 1.00

FUNCTION		TRANSMITTED		RECOGNIZED		REMARKS
Basic	Default	1-2-3-4-5-7-8-9-10-11-12-14-16		1-2-3-4-5-6-7-8-9-10-11-12-14-16		1 = Acc 1 09 = Acc 6 2 = Acc Bass 10 = Acc Drums, Style Pg 3 = Acc 2 11 = Lower 4 = upper 1 12 = Man Bass 5 = Acc 3 13 = Rx 1, NTA1 14 = Rx 2 7 = Acc 4 15 = Rx 3, NTA2 8 = Acc 5 16 = Man Drums
Channel	Changed	1-16, OFF		1-16, OFF		
Mode	Default Messages Altered	Mode 3 Mode 3 *****		Mode 3 Mode 3, 4 (M=1)	*2	
Note Number:	True voice	0-127 *****		0-127 0-127	*1	
Velocity	Note ON Note OFF	O X		O X		
After Touch	Key's Ch's	X X		O O	*1 *1	
Pitch Bender		O *1		O *1		
Control Change	0,32 1 5 6,38 7 10 11 64 65 66 67 84 91 93 98, 99 100, 101 120 121	O O X O O O O O O X X X O O O O O X X X	*1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1	O (MSB only) O O O O O O O O O O O O O (Reverb) O (Chorus) O O O O O	*1 *1	Bank select Modulation Portamento time Data entry Volume Panpot Expression Hold 1 Portamento Sostenuto Soft Portamento control Effect 1 depth Effect 3 depth NRPN LSB, MSB RPN LSB, MSB All sound off Reset all controllers
Prog change:	True #	O ***** *****		O 0-127	*1 *1	Prog. 1-128
System Exclusive		O		O		
System Common	: Song Pos : Song Sel : Tune	X X X		X X X		
System Real Time	: Clock : Commands	O O		O O		
Aux Messages	: Local ON/OFF : All Notes OFF : Active Sense : Reset	O X O X		X O (123-125) O X		
Notes						
*1 O X is selectable						
*2 Recognize as M=1 even if M%1						

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

O: YES
X: NO

MIDI IMPLEMENTATION CHART

INTELLIGENT SYNTHESIZER
Model E-66

(Sound Module & Keyboard Section, SMF Player)

Date: January 1994
Version: 1.00

FUNCTION		TRANSMITTED		RECOGNIZED		REMARKS	
Basic Channel	Default Changed	4 1-16, OFF		1-16 1-16, OFF		4 = Upper 1	
Mode	Default Messages Altered	Mode 3 Mode 3 *****		Mode 3 Mode 3, 4 (M=1)	*2		
Note Number:	True voice	0-127 *****	*3	0-127 0-127			
Velocity	Note ON Note OFF	O X	*3	O X			
After Touch	Key's Ch's	X X		O O	*1 *1		
Pitch Bender		O	*3	O	*1		
Control Change	0,32	O	*3	O (MSB only)	*1	Bank select	
	1	O	*3	O	*1	Modulation	
	5	X		O	*1	Portamento time	
	6,38	X		O	*1	Data entry	
	7	O	*3	O	*1	Volume	
	10	O		O	*1	Panpot	
	11	X		O	*1	Expression	
	64	O	*3	O	*1	Hold 1	
	65	X		O	*1	Portamento	
	66	X		O	*1	Sostenuto	
	67	X		O	*1	Soft	
	84	X		O	*1	Portamento control	
	91	O		O (Reverb)	*1	Effect 1 depth	
	93	O		O (Chorus)	*1	Effect 3 depth	
	98, 99	X		O	*1	NRPN LSB, MSB	
	100, 101	X		O	*1	RPN LSB, MSB	
	120	X		O		All sound off	
	121	X		O		Reset all controllers	
	Prog change:	True #	O *****	*3	O 0-127	*1	Prog. 1-128
System Exclusive		O		O			
System Common	: Song Pos : Song Sel : Tune	X X X		X X X			
System Real Time	: Clock : Commands	O O		O O		Midi File Record/Play Midi File Record/Play	
Aux Messages	: Local ON/OFF : All Notes OFF : Active Sense : Reset	X X O X		X O (123-125) O X			
<div>Notes</div> <div>*1 O X is selectable</div> <div>*2 Recognize as M=1 even if M%1</div> <div>*3 O X is selectable, transmitted only when Upper1 GM Melody Assign is not OFF</div>							

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

O: YES
X: NO

E-66 INTELLIGENT SYNTHESIZER



Roland

MANUAL DRUMS AND KEY ASSIGNMENT

		DRUM SET 11	DRUM SET 21	DRUM SET 31	DRUM SET 41	DRUM SET 42	DRUM SET 51	DRUM SET 61	DRUM SET 71	DRUM SET 81
		Standard (PG#1)	Room (PG#9)	Power (PG#17)	Elec (PG#25)	Tr-808 (PG#26)	Jazz (PG#33)	Brush (PG#41)	Orche (PG#47)	Str (PG#57)
		Note	Instrument	Instrument	Instrument	Instrument	Instrument	Instrument	Instrument	Instrument
36		C2	Kick Drum 1		MONDO Kick	Elec SD	808 SD	Jazz SD	Concert SD	---
	37	C#2	Side Stick			808 Rim Shot			---	---
38		D2	Snare Drum 1		Gated SD	Elec SD	808 SD	Brush Switch	Concert SD	---
	39	D#2	Hand Clap					Brush Slap	Castanets	High Q
40		E2	Snare Drum 2		Gated SD			Brush Swirl	Concert SD	Slap
41		F#8	Low Tom 2	Room Low Tom 2	Room Low Tom 2	Elec Low Tom 2	808 Low Tom		Timpani F	Scratch Push
	42	F#2	Closed Hi-Hat			808 CHN			Timpani F#	Scratch Pull
43		G2	Low Tom 1	Room Low Tom 1	Room Low Tom 1	Elec Low Tom	808 Low Tom		Timpani G	Sticks
	44	G#2	Pedal Hi-Hat			808 OHN			Timpani G#	Square Click
45		A2	Mid Tom 2	Room Mid Tom 2	Room Mid Tom 2	Elec Mid Tom 2	808 Mid Tom		Timpani A	Metronome Click
	46	A#2	Open Hi-Hat			808 OHN			Timpani A#	Metronome Bell
47		B2	Mid Tom 1	Room Mid Tom 1	Room Mid Tom 1	Elec Mid Tom 1	808 Mid Tom		Timpani B	Gtr sliding finger
48		C3	High Tom 2	Room Hi Tom 2	Room Hi Tom 2	Elec Hi Tom 2	808 High Tom		Timpani c	Gtr Noise 1
	49	C#3	Crash Cymbal			808 Cymbal			Timpani c#	Gtr Noise 2
50		D3	High Tom 1	Room Hi Tom 1	Room Hi Tom 1	Elec Hi Tom 1			Timpani d	String Slap
	51	D#3	Ride Cymbal 1						Timpani d#	Key Click
52		E3	Chinese Cymbal 1			Reverse Cymbal			Timpani e	Laughing
53		F3	Ride Bell						Timpani f	Screaming
	54	F#3	Tambourine							Punch
55		G3	Splash Cymbal							Heart Beat
	56	G#3	Cowbell			808 Cowbell				Footsteps1
57		A3	Crash Cymbal 2						Concert Cymbal	Footsteps2
	58	A#3	Vibra-slap							Applause
59		B3	Ride Cymbal 2						Concert Cymbal	Door Creaking
60		C4	High Bongo							Door
	61	C#4	Low Bongo							Scratch
62		D4	Mute High Conga			808 High Conga				Windchime
	63	D#4	Open High Conga			808 Mid Conga				Car-Engine
64		E4	Low Conga			808 Low Conga				Car-Stop
65		F4	High Timbale							Car-Pass
	66	F#4	Low Timbale							Car-Crash
67		G4	High Agogo							Siren
	68	G#4	Low Agogo							Train
69		A4	Cabasa							Jetplane
	70	A#4	Maracas			808 Maracas				Helicopter
71		B4	Short Hi Whistle							Starship
72		C5	Long Low Whistle							Gun Shot
	73	C#5	Short Guiro							Machinegun
74		D5	Long Guiro							Lasergun
	75	D#5	Claves			808 Claves				Explosion
76		E5	High Wood Block							Dog
77		F5	Low Wood Block							Horse-Gallop
	78	F#5	Mute Cuica							Birds
79		G5	Open Cuica							Rain
	80	G#5	Mute Triangle							Thunder
81		A5	Open Triangle							Wind
	82	A#5	Shaker							Sea Shore
83		B5	Jingle Bell							Stream
84		C6	Bell Tree							Bubble
	85	C#6	Castanets							---
86		D5	Mute Surdo							---
	87	D#6	Open Surdo							---
28		E1	Slap						Pedal Hi-Hat	---
29		F1	Scratch 1						Open Hi-Hat	---
	30	F#1	Scratch 2						Ride Cymbal	---
31		G1	Sticks							---
	32	G#1	Square Click							---
33		A1	metronome click							---
	34	A#1	metronome bell							---
35		B1	Kick Drum 2				Jazz SD		Concert SD	---
27		D#1	High Q						Closed Hi-Hat	---
88		E6							Applause	---

ONLY VIA MIDI

* The blank positions have the same instruments of "Standard" set.

* PG# = MIDI Program Change number (1-128).

* The numbers written on the keys are MIDI Note Numbers.

* "—" means "empty".

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